



View Manager® 96 Version 5
with Enhanced TOUCH TRACKER®
System Operator's Manual

8000-2635-05 B

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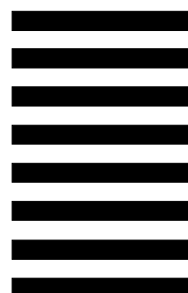
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View Manager® 96

**System Operator's Manual
with Enhanced TOUCH TRACKER**

Version 5.0

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This equipment complies with Part 15 of the FCC rules for Class A digital devices when installed and used in accordance with the instruction manual. Following these rules provides reasonable protection against harmful interference from equipment operated in a commercial area. This equipment should not be installed in a residential area as it can radiate radio frequency energy that could interfere with radio communications, a situation the user would have to fix at their own expense.

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Before You Begin

The *View Manager 96 System Operator's Manual* provides detailed information about View Manager 96 features, operation, and application. It explains step-by-step the tasks that you will perform when using the View Manager 96 system. It is designed to be a continuing source of information and reference as you use your View Manager 96 system.

In This Chapter

- What Is In This Manual
- Text Conventions
- Related Documents
- View Manager 96 Support Services

What Is In This Manual

This manual is organized as follows:

- Chapter 1: “About View Manager 96,” describes what View Manager 96 does and how it is used. It also identifies the equipment installed and used with a View Manager 96 system, and briefly discusses your role as a View Manager 96 operator.
- Chapter 2: “Getting Started With View Manager 96,” describes how to log on and off the TOUCH TRACKER. This chapter also discusses the significance of passwords and how they affect your access to the system. In addition, it tells about the information displayed on the monitor when you start the system.
- Chapter 3: “Using the TOUCH TRACKER,” discusses how you use the TOUCH TRACKER to perform View Manager 96 operations—from basic camera control to advanced automated operations.
- Chapter 4: “Using the On-screen Menus,” discusses the options available to you on the *User’s Menu* and provides instructions on how to use these options.
- Chapter 5: “Responding to System Alarms,” briefly explains what an alarm is and how you recognize when an alarm is active. It describes how the system handles multiple alarms, and how you acknowledge and subsequently clear an alarm.
- Chapter 6: “TOUCH TRACKER Utilities,” describes those system utilities that can be implemented from the TOUCH TRACKER, and provides instructions on how to use those utilities.

Text Conventions

This book uses text in different ways to identify different kinds of information.

<i>italics</i>	Terms specific to View Manager 96 and text that requires emphasis.
monospace	System messages and prompts, names of screens, and menu selections
bold	Names of buttons on the keypad, for example, Hold

Note Special notes appear inside a box like this one.



Helpful hints appear like this. Hints contain supplemental information or alternate methods of performing a task, which may be quicker, easier, or more efficient.

Related Documents

Other sources provide supplemental information about View Manager 96; these sources serve to enhance your understanding of the View Manager 96 system and its applications.

- The *View Manager 96 Quick Reference Guide* (part number 8000-2636-05) provides quick reference information about some of the procedures that are described in detail in this manual. It should be used as a supplement to—not in place of—the information covered in this manual.
- The *View Manager 96 System Administrator's Manual* (part number 8000-0756-05) provides administration information for the System Administrator.

- Some View Manager 96 systems are used in conjunction with the POS/EM Value system. The *POS/EM Value System Administrator's Manual* (part number 8000-1488-01) provides instructions on how to use View Manager 96 to augment the POS/EM Value features.

If you need additional copies of the *View Manager 96 System Operator's Manual*, or any other support documentation, contact your Sensormatic Sales Representative. The part number for this manual is 8000-2635-05; this is the number you will use when ordering the manual.

View Manager 96 Support Services

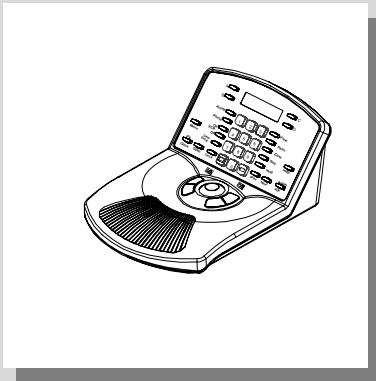
Sensormatic provides a variety of support services to help you get the most from your View Manager 96 system.

If you have a question about View Manager 96 operation, and you cannot find the answer in this document, consult your System Administrator. If your question has not been answered, contact your Sensormatic representative.

Getting System Training And Consultation Services

If you feel that you require additional training beyond the training that was administered by the Customer Support Specialist or Customer Engineer, contact your Supervisor or System Administrator to learn about supplemental training options.

CHAPTER 1



About View Manager 96

This chapter briefly discusses your role as a View Manager 96 (VM96) operator. It describes the features and capabilities of the system and identifies the equipment the VM96 system supports.

In This Chapter

- Your Role as a View Manager 96 System Operator
- View Manager 96 Features
- View Manager 96 Equipment

Your Role As A View Manager 96 System Operator

This manual describes those features available to you as a VM96 operator and provides specific instructions for using these features. It is up to you, however, to learn how to use these features effectively in your specific environment.

Each site and situation has different concerns, capabilities, and vulnerabilities. Understanding how your system works enables you to address these concerns and overcome these vulnerabilities.

Use this manual to learn how to customize your system to meet the needs of your environment. What areas will you need to look at frequently and quickly? Are there certain doors, hallways, or high-traffic areas that require frequent surveillance? If so, you can define Quick Views and Patterns of these areas. Get to know what outputs and Activities you can initiate from the TOUCH TRACKER. Your System Administrator will be able to help you familiarize yourself with what functions the TOUCH TRACKER has been programmed to perform.

Most importantly, get comfortable using the system. The more knowledgeable you are of the system's features and functions, the better you will be able to secure your site. Once you become comfortable using the system, you will find it a valuable and timesaving security and management tool.

View Manager 96 Features

The VM96 system enables you to oversee activity throughout your facility *as it happens*. This powerful overview allows you to document activity and can help to prevent unwanted activity from taking place.

VM96 provides one of the most advanced matrix switcher available in the marketplace to date. Matrix switching allows any camera's video to be displayed on any monitor, enabling multiple users to monitor activity at the same time.

Features available to VM96 operators include:

- Matrix switching (selecting which monitor to display video on, and which camera to display on that monitor).
- Single-handed control a camera's panning and tilting movements, as well as its zoom, focus, and iris commands.
- Camera lock feature that prevents other users from controlling the currently selected camera.
- SpeedDome *flip* feature that enables you to rotate the SpeedDome 180° in the opposite direction where it is currently pointing.
- The ability to define and display Quick Views, which are immediate camera call-ups of pre-defined scenes, with automatic zoom and focus.
- The ability to define and run Patterns, which are sequential series of pan, tilt, zoom, and focus movements from a single programmable dome.
- Simultaneous call-up of multiple Quick Views displayed on separate monitors. This is referred to as a *Zone*.
- The ability to trigger an output (e.g., turn on a light, unlock a door, close a gate, etc.) from the TOUCH TRACKER
- Immediate *Sequence* call-up. A Sequence incorporates pre-defined Patterns, Quick Views, fixed shots, and outputs which run one after the other on a single monitor.
- Immediate Salvo call-up. A Salvo incorporates multiple actions (Quick Views, Patterns, fixed shots, and outputs) which run simultaneously on separate monitors.
- The ability to initiate and clear certain Activities that has been created by the System Administrator.
- Alarm acknowledgment via the TOUCH TRACKER.
- VCR on/off function that enables you to switch the VCR from time-lapse recording to real-time recording, and vice-versa.
- Utilities that can be accessed from the TOUCH TRACKER. These utilities allow you to perform the following tasks: reset the TOUCH TRACKER or SpeedDome; set the link address for the TOUCH TRACKER; display the TOUCH TRACKER software version, serial number, and revision level;

adjust the LCD backlight level; adjust the speaker volume; and turn on/off the key click sound.

- The ability to display help information about the TOUCH TRACKER buttons.

View Manager 96 Equipment

Every VM96 system is made up of a unique set of equipment. Some equipment is required and other equipment is optional. Equipment falls into one of the following categories:

- Equipment that operators use
- Equipment that controls the VM96 system
- Other equipment

Figure 1-1 shows components typically installed with a VM96 system. This simplified illustration gives only a very broad overview of the different types of equipment and how the components connect to one another. Some components in a VM96 system, such as input devices and output devices, can number in the hundreds.

Equipment That Operators Use

As a system operator, your first concern is often with the equipment that you use hands-on. For a VM96 system, this equipment is the *TOUCH TRACKER*, the *monitors*, and the *VCRs*.

- The *TOUCH TRACKER* is the device you use to control camera movement, as well as adjust zoom, focus, and iris. With the TOUCH TRACKER you can access special features such as Quick Views, Patterns, Sequences, Zones, and Activities, and you can clear system alarms.
- The *video monitor* is where the camera's video is displayed. Some monitors have text overlay capability; if this is the case, the *User's Menu* and the *Utility Menu* are displayed on the video monitor. A single Workstation can include up to eight switched monitors and up to 96 dedicated monitors.

- The *VCR* enables you to record (in real-time) the video on the switched monitor it is connected to. By pressing the **VCR On** button on the TOUCH TRACKER, you switch the VCR from time-lapse to real-time recording. By pressing the **VCR Off** button, you switch the VCR from real-time recording to time-lapse recording.

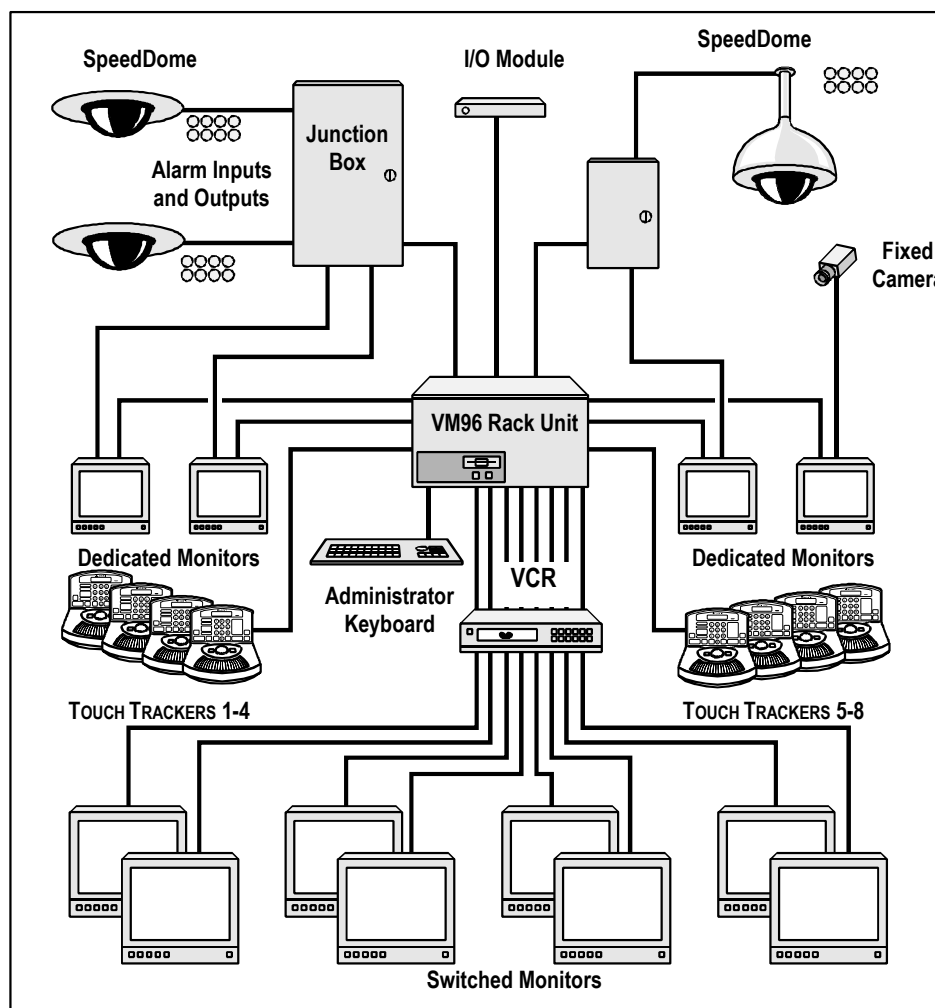


Figure 1-1: View Manager 96 System Components

Equipment that Controls View Manager 96

When you use the TOUCH TRACKER, monitor, and VCR, you are actually communicating with the device that controls the VM96 system. That device is the *Rack Unit*.

The *Rack Unit* is the heart of the VM96 system; it acts as the communication hub for the entire system. The Rack Unit is where all operator and administrator programming and data are stored. This box also provides video matrix switching and system control.

Other Equipment

You may see other types of equipment installed around your site. You might not operate this equipment directly, but it does play as important a role in running a VM96 system along with the Rack Unit and the TOUCH TRACKER. This equipment may include any or all of the following:

- The system's *cameras* enable you to monitor activity throughout a facility from a single location. You can see video from up to 96 cameras. The VM96 system is compatible with programmable and non-programmable domes, PTZ (pan/tilt/zoom) cameras, and fixed cameras.
- The *Input/Output (I/O) module* is an optional device that provides an additional 32 inputs and 16 relays to the VM96 system. Your system can have up to nine I/O modules connected, adding a total of 288 inputs (32 X 9) and 144 relays (16 X 9) to the system. Systems without the I/O module are limited to the four inputs and four outputs provided on each programmable dome. The I/O module also accepts alarm communications from other computer-based systems such as fire alarm or burglar systems. This makes it possible to provide a video response to alarms occurring on other systems.
- *Input devices* are hardware components that provide an electrical signal to indicate the state of a device. These devices sense certain conditions or changes in conditions and send a signal to the programmable camera or I/O module to which they are connected. For example, a motion detector is an input device that senses movement. Other examples of input devices include smoke detectors and twilight sensors.

- *Output devices* are hardware components that can be controlled by the system. These devices respond to commands sent from the programmable camera or I/O module they are connected to and perform an action. For example, an audible alarm is an output device that might be triggered when the door at an emergency exit is opened. Other examples of output devices include floodlights and door locks.



NOTES:

CHAPTER 2



Getting Started With View Manager 96

This chapter provides information that you need to know before you begin using the VM96 system. It discusses the significance of passwords and how they control your level of access to the system. It provides instructions on how to log on and off the TOUCH TRACKER. In addition, it describes what you will see displayed on the monitor(s) when you use the system, and points out the significance of switched versus dedicated monitors.

In This Chapter

- Using Passwords
- How Passwords Restrict Access
- Information Displayed on the Monitor
- Dedicated Monitors

Using Passwords

Note If your facility does not have passwords enabled, you will not be required to log on to the TOUCH TRACKER. This section does not apply to you.

If passwords are enabled at your facility, you will be required to log on to the TOUCH TRACKER before you can begin using it. When you log on to the TOUCH TRACKER, you enter your password—via the number buttons—that was assigned to you by your System Administrator.

Your password tells the TOUCH TRACKER the following information about you:

- When you can use the VM96 system.
- Which cameras you can see video from and control.
- Whether or not you can define Quick Views and Patterns.
- Which administration forms (if any) you have access to, and whether or not you can modify these forms in any way.

Logging On Using the TOUCH TRACKER

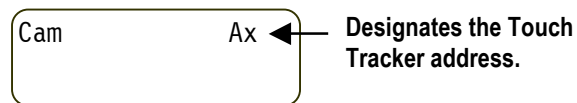
As long as the previous user has logged off the TOUCH TRACKER, the LCD will display this message:

Enter Password?

Note If passwords are enabled, and the LCD does not display this prompt when you are ready to log on to the TOUCH TRACKER, this means that the previous user has not logged off. If this is the case, refer to the next section, “Logging Off the TOUCH TRACKER,” to log that user off *before* you log on.

When you are ready to log on, use the number buttons to enter your unique password, and then press the **Menu** button. Remember that your password cannot be more than five digits long.

Once you have correctly entered your password, and the system recognizes you as a valid user, the LCD displays the following information:



At this point you may select a specific monitor and camera. Refer to Chapter 3 for procedures on selecting monitors and cameras.

Do not leave the system unattended while you are logged on to it. Refer to the following section, “Logging Off the TOUCH TRACKER,” for procedures on how to log off the TOUCH TRACKER, and remember to do so whenever you are no longer using it.

Logging Off the TOUCH TRACKER

When you are finished using the TOUCH TRACKER, you must log off. This tells the system that you are no longer using TOUCH TRACKER, and that no one should have access to it until the next user logs on.

The following procedure describes how to log off the TOUCH TRACKER.

1. Press number **0** and then the **Menu** button on the keypad.

The TOUCH TRACKER LCD displays the following prompt:

A diagram of a rectangular LCD display. Inside the rectangle, the text "Utility Mode" is on the top line and "Enter Selection" is on the bottom line.

2. Press number **1** on the TOUCH TRACKER.

The LCD displays the following prompt:

Press 1 key
To Logoff

3. Press number **1** again.

The LCD displays the following prompt:

Enter Password?

You have successfully logged off the system.

How Passwords Restrict Access

Note If your facility does not have passwords enabled, this section does not apply to you.

When using this system, you will find that you may not have access to all system operations. System Administrators can restrict a user's access to the system in three ways:

- **According to *Time Zone*.** Sometimes you will not be able to use the system because it is not your valid Time Zone. A Time Zone indicates when a user can log on to the TOUCH TRACKER and use the system.
- **According to *Privilege Level*.** Sometimes you will not be able to perform certain system functions because your Privilege Level does not permit you to do so. For example, you may not be able to define Quick Views or Patterns. Or you may have access to certain administration screens, but not others. Or you may be able to *view* certain administration screens, but you cannot *modify* those screens in any way.

- **According to *Camera Group*.** You will have access to only those cameras in your specific camera group. You will not be able to call up a camera that is not in your camera group. The same holds true if you try to call up a Quick View or a Pattern that was defined on a camera that is not in your camera group. You will not be able to display that Quick View or Pattern. If you initiate a Sequence or an Activity that contains an Action defined on a camera that is not in your camera group, that Action will be omitted from the Sequence or Activity.

Because the Administration mode is password-protected, you will not be able to access the Administrator Menus unless you have been granted administration privileges. If you should inadvertently try to enter the Administration mode, you will see the “Enter Password:” prompt displayed on your monitor. Simply press **ENTER** on the keyboard to remove the password prompt and return to the operator mode.

Information Displayed on the Monitor

Most monitors are equipped with *text overlay* capability. Text overlay allows text information to be overlaid on top of the actual video on the monitor. If a monitor has text overlay capability, you will be able to see the following types of information: the currently selected camera name and number, the active Quick View or Pattern name and number, the number of active alarms, the active Sequence and/or Activity number, and operator messages. This information will be displayed on top of the video, but it will not obstruct your ability to view the scene.

Certain information is displayed on the monitor at all times. The following information is always displayed:

- Current time and date
- Facility name
- Workstation number and monitor number/type (“G” = General; “A” = Alarming)
- The addresses of any TOUCH TRACKERS that are currently connected to this monitor

The facility name can be defined on the *Setup System* screen. If the System Administrator does not enter a facility name in the appropriate field on the *Setup System* screen, no facility name will appear on any of the monitors.

The sample monitor, shown in the following figure, points out the information that is always displayed on the monitor.

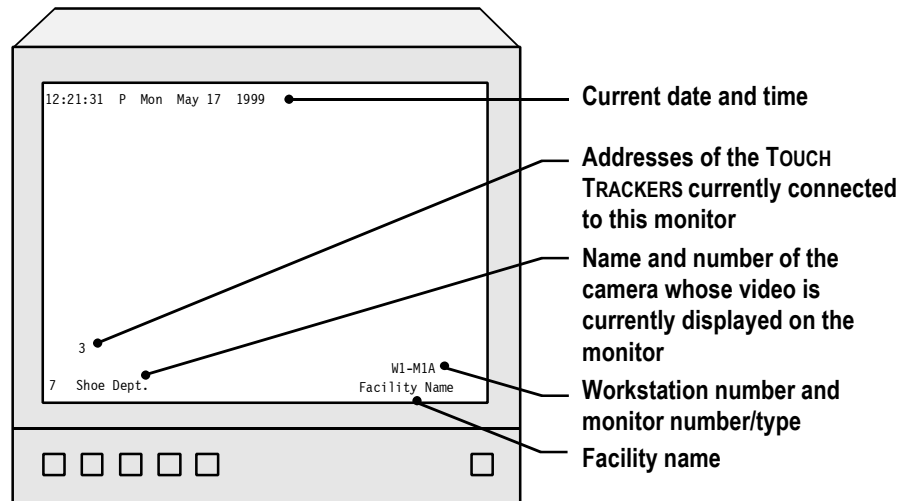


Figure 2-1: Standard information displayed on monitors.

Other information can be displayed on a monitor that has text overlay capability. The *User's Menu* and the *Utility Menu* are examples of such information.

Dedicated Monitors

It is important for you to understand the significance of dedicated monitors when you are using the VM96 system. Although dedicated monitors are not mentioned often in this manual, your understanding of their importance will aid in your understanding of why and when to use them.

A *dedicated monitor* always displays the same camera; you cannot switch a different camera's video to a dedicated monitor. Dedicated monitors are

useful for observing areas that require continuous surveillance. A *switched monitor*, however, can display any camera—even the camera displayed on a dedicated monitor. Switched monitors are useful for observing areas that require periodic surveillance.

Figure 2-2 illustrates how the same cameras may be routed to dedicated monitors as well as switched monitors.

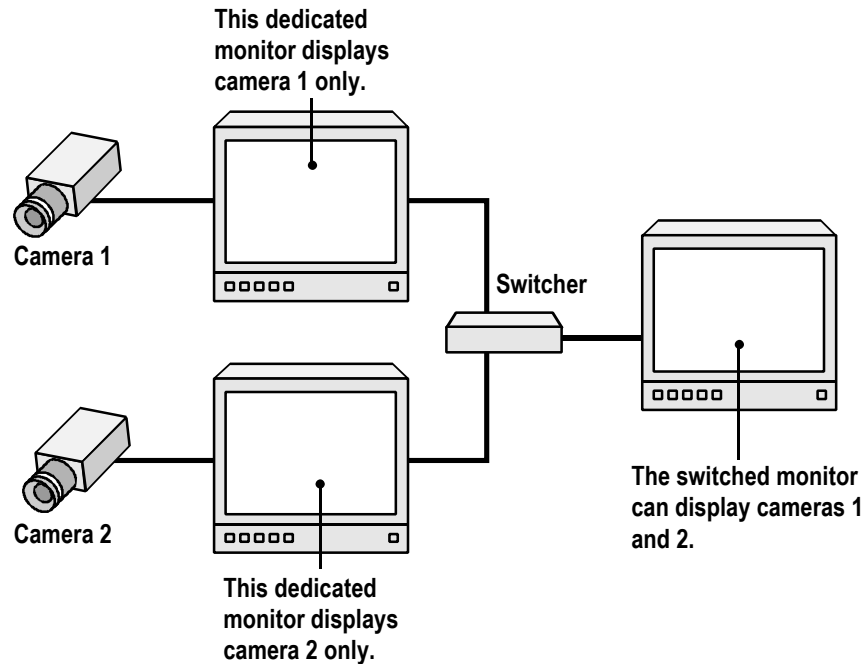
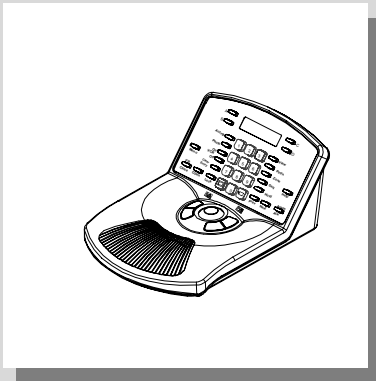


Figure 2-2: Dedicated versus Switched Monitors



NOTES:

CHAPTER 3



Using the Enhanced TOUCH TRACKER

In This Chapter

- Introducing the Enhanced TOUCH TRACKER
- Performing Basic TOUCH TRACKER Operations
- Performing Advanced TOUCH TRACKER Operations
- Displaying Help Information
- Accessing the User's Menu

Introducing the Enhanced TOUCH TRACKER

The Enhanced *TOUCH TRACKER* (shown in Figure 3-1) is a video control station. It provides you with easy access to a complete selection of video control options—from basic camera and monitor control to the most advanced automatic control.



Figure 3-1. View Manager 96 Enhanced TOUCH TRACKER

The *Tracker Ball* provides variable speed control of a camera's pan and tilt. The *zoom* and *focus buttons* enable you to control a camera's zoom and focus.

The *keypad* contains buttons that allow you to assign any camera to any monitor and access special features such as Quick Views, Patterns, Sequences, Zones, and Activities. It also contains buttons for camera iris control and alarm acknowledgment.

The *LCD*—located at the top of the keypad—displays the currently selected camera number, monitor number, and TOUCH TRACKER address. It enables you to see the numbers you enter from the keypad as you enter them. The LCD also displays system prompts and messages.

Each TOUCH TRACKER has a unique address; this address is displayed on its LCD. The address for TOUCH TRACKER 3 is indicated by an “A3” on the LCD.

Performing Basic TOUCH TRACKER Operations

Basic operations are those functions that can be manipulated solely from the TOUCH TRACKER. No pre-programming is required. When you are performing TOUCH TRACKER operations, the **Clear Entry** button on the keypad allows you to clear a number(s) that you mistakenly entered from the keypad. You must press the **Clear Entry** button *before* you press any function key (such as **View**) to clear the entry.

Selecting a Monitor

The **Monitor** button, designated by the  icon, allows you to select a specific monitor for displaying video activity. The **Monitor** button is located to the left of the **0** button on the keypad.

To select a monitor, press the monitor number, and press . Each monitor's number is displayed in the lower right corner of its screen.

For example to select Monitor 2, you would press **2**, then .

In addition, you can now control the VCR that is associated with Monitor 2.

Some monitors are for general use and some monitors are dedicated for alarms. The monitor type and the Workstation it belongs to are displayed in the lower right corner of each monitor. For more information on the differences between general and alarming monitors, refer to Chapter 5.

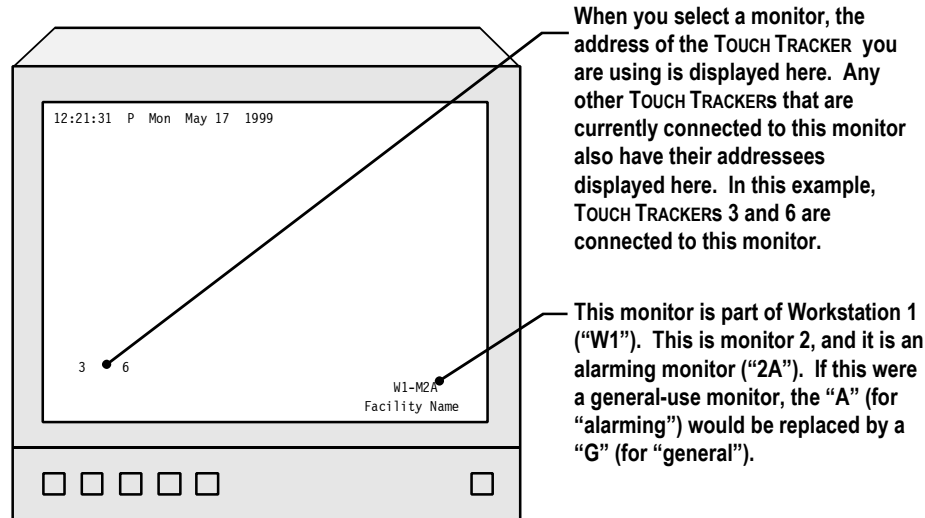


Figure 3-2: Monitors and workstation information.

Selecting a Camera

The **Camera** button, designated by the  icon, on the keypad allows you to select a specific camera to control and display on the active monitor. Each camera has a unique number associated with it. The **Camera** button is located to the right of the **0** button on the keypad. If you do not know the number of the camera you want to call up, you can select from a list of cameras. The procedure for selecting a camera from a list is described in Chapter 4, “Using the On-Screen User’s Menu.”

Note Make sure a monitor has been selected before you select a camera; the LCD indicates whether a monitor has been selected.

To select a camera, use the number buttons on the keypad to enter the camera number, and then press the  button.

For example, to select Camera 7, press **7** then . The video from the selected camera appears on the active monitor and the camera number and name are displayed at the bottom of that monitor.

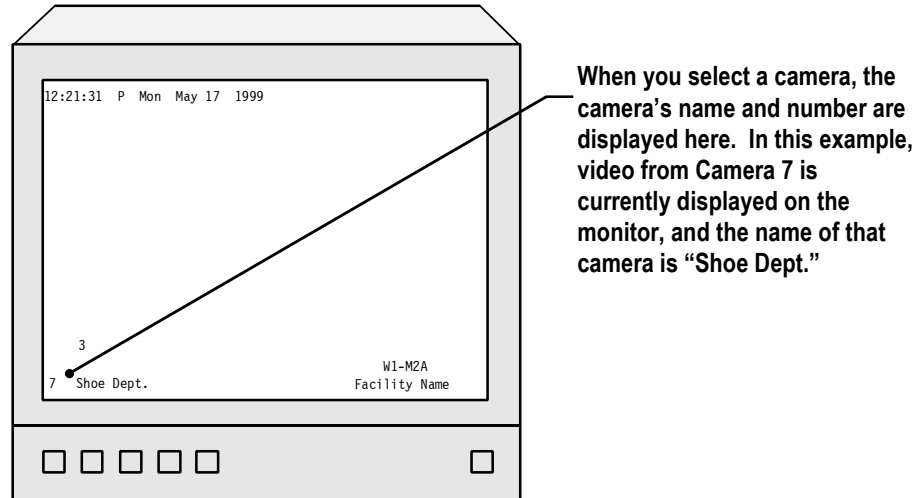


Figure 3-3: Camera information.



Tip. You can use the **Prev** and **Next** buttons to step backwards and forwards—one at a time—through the last 8 cameras that have been called up.

Controlling Pan and Tilt

Once you have selected a camera, you can manually control the movement of that camera. *Pan* is the side to side movement of the camera; *tilt* is the up and down movement of the camera.

You use the Tracker Ball to control the camera's pan and tilt. To pan the camera, move the Tracker Ball left and right. To tilt the camera, move the Tracker Ball toward you or away from you.

You can simultaneously pan and tilt the camera for diagonal movement. For example, move the Tracker Ball diagonally up and to the right; this moves the camera up and to the right.

How fast or slowly the camera moves is directly proportional to how far you move the Tracker Ball from its center position. If you move the Tracker Ball slightly to the right, the camera will pan slowly to the right. As you move the Tracker Ball farther to the right, the camera's panning speed will increase until it reaches its maximum speed. This variable speed operation applies to programmable domes only. Non-programmable domes provide two speeds: normal and fast.

Note The SpeedDome LT supports a feature called "Auto Pan" which allows you to program a smooth side-to-side pattern of an area. Please refer to the section in Chapter 4 titled "Special Note for SpeedDome LT Auto Pan Programming," which discusses the restrictions for programming the Auto Pan feature.

"Flipping" the SpeedDome

You can flip a SpeedDome 180° in the opposite direction from where it is currently pointing. The SpeedDome flip is especially useful when you are tracking a suspect that walks directly under the SpeedDome and then continues walking on the other side of the SpeedDome. At the instant the person is directly beneath the dome, you can flip the dome, and then continue to track the person on the other side.

To flip the SpeedDome, press the **D** button at the top of the keypad.

Controlling Zoom and Focus

Once you have selected a camera, you can control the zoom and focus settings of that camera. The zoom buttons are located on the left side of the Tracker Ball, and the focus buttons are located on the right side of the Tracker Ball. Figure 3-4 shows the location of the zoom and focus controls.

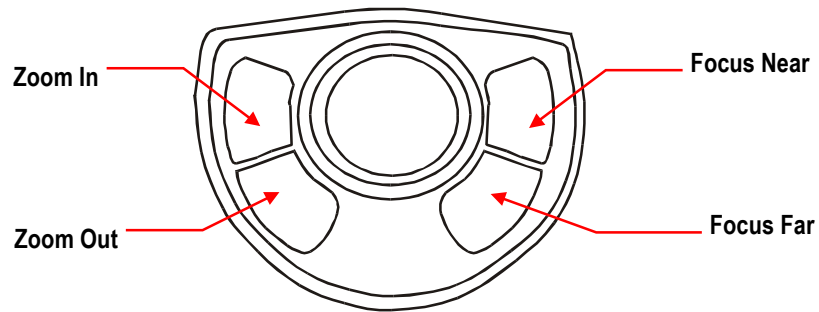


Figure 3-4: Zoom and Focus Controls

Zooming In and Out

Zoom refers to adjusting the magnification of the camera lens to make an object appear closer (larger) or farther away (smaller). To make objects appear closer, press the **Zoom In** button. To make objects appear farther away, press the **Zoom Out** button. If you quickly press and release a zoom button, there will be only a slight visible change on the monitor. The longer you hold down a zoom button, the more noticeable the response will be.

Focusing the Camera

Focus refers to the action of adjusting the clarity of the display on the monitor. To focus on the object or scene displayed on the monitor, press a focus button. Press the **Focus Near** button if the object is closer than the current focus setting. Press the **Focus Far** button if the object is farther away than the current focus setting. You will see the picture on the monitor become either sharper and clearer or fuzzier and less clear. The focus buttons react based on how long you hold them down; the longer you hold a button down, the more noticeable the response will be.

Controlling the Iris

Normally, the brightness and darkness of the picture are controlled by the camera's auto gain function and the auto/manual iris function. However, there may be times when you would prefer to see the image on the monitor be even darker or lighter. There are buttons on the keypad that enable you to

control the camera's iris, which is the device that regulates the brightness or darkness of the picture.

To make the picture brighter, press the **Iris Open** button. To make the picture darker, press the **Iris Close** button.

To return the iris to its default setting, press both iris buttons simultaneously.

Locking Out Other Users

The **Lock** button on the keypad allows you to prevent other users from controlling your active camera. For example, if there is an event that you want to record, press **Lock** while the video is on the active monitor. This prevents other users from controlling the camera associated with that monitor.

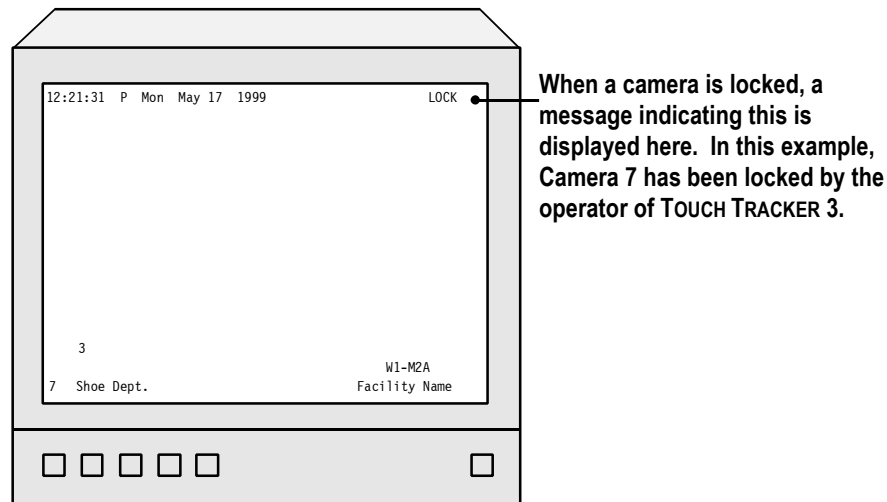


Figure 3-5: Camera lock information.

Other users are able to see the video of the locked camera, but they can't control the camera. If another user tries to control a locked camera, a message—displayed on the monitor—indicates that the camera is locked.

To unlock a camera, select the monitor that shows the display of the locked camera, then press **Lock** on whichever TOUCH TRACKER originally locked the camera. Also, if you lock a camera and then select a different camera,

the first camera automatically unlocks. The only way you can lock more than one camera at a time is to lock them on separate monitors.

Controlling a VCR

Each VCR is associated with a particular monitor. Once you choose a monitor, you can control the VCR associated with that monitor. Not all monitors necessarily have a VCR, but each VCR is associated with only one monitor. In other words, monitors do not share VCRs.

The following instructions assume that the VCR is properly connected, has a tape in it, is powered on, and is in the “record” mode. For additional information on setting up the VCR, refer to the instructions provided with the VCR.

To switch the VCR from the time-lapse mode to the real-time mode, press the **VCR On** button. The VCR associated with the active monitor will begin recording in the real-time mode, and the “REC” message appears in the lower left corner of the active monitor.

To switch the VCR back to the time-lapse mode, press the **VCR Off** button. The VCR will begin recording in the time-lapse mode, and the “REC” message disappears.

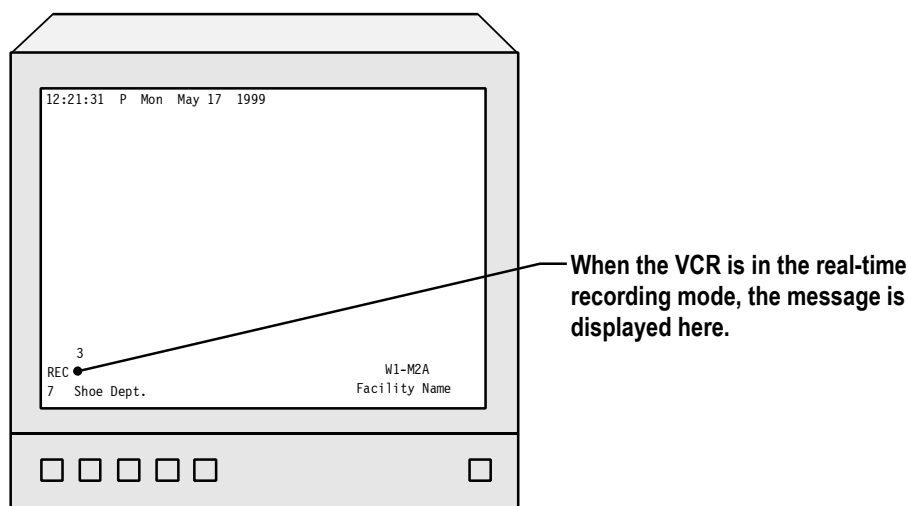


Figure 3-6: VCR recording information.

Performing Advanced TOUCH TRACKER Operations

Advanced operations are functions that must be pre-defined. Once these functions are defined, they can be initiated from the keypad.

When you are performing TOUCH TRACKER operations, the **Clear Entry** button on the keypad allows you to clear a number(s) that you mistakenly entered from the keypad. You must press the **Clear Entry** button *before* you press any function key (such as **View**) to clear the entry.

Displaying a Quick View

A *Quick View* is an immediate call-up of a view from any camera, even if that camera is not currently selected. Quick Views are useful when you need to view a known area immediately, and you do not want to select a camera, pan and tilt to the specific area, and then zoom and focus.

You can define your own Quick Views to support your specific needs. For procedures on defining Quick Views, refer to the section “Defining a Quick View” in Chapter 4.

Each Quick View has a unique number associated with it; the number is assigned by the system when the Quick View is defined. If you do not know the number of the Quick View you want to display, you can select from a list of Quick Views. The procedure for selecting a Quick View from a list is found in the section “Displaying a Quick View from a List” in Chapter 4.

To call up a Quick View on the monitor, use the number buttons to enter that Quick View’s number, and then press **View** on the keypad. For example, you want to call up a Quick View of the storeroom door. The number for that Quick View is 21, so you would press **2**, **1**, and then press **View**. A picture of the door is displayed on the active monitor and the Quick View name and number are displayed at the bottom of that monitor.

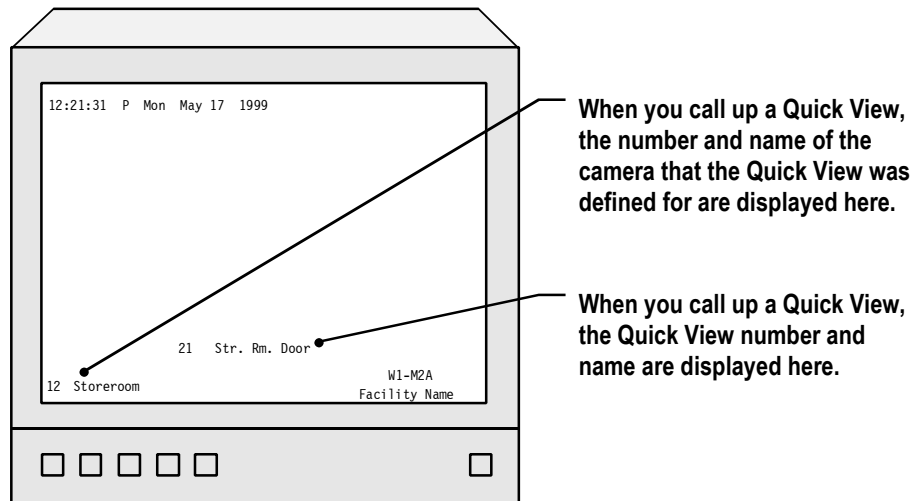


Figure 3-7: Quick View information.

Running a Pattern

A *Pattern* is a series of pan, tilt, zoom, and focus movements from a single camera. You can call up a Pattern from any camera regardless of which camera is currently selected. You “teach” the camera a combination of these movements. Then when you run the Pattern, the camera automatically repeats the movements you taught it.

You can define your own Patterns to support your specific needs. For procedures on defining a Pattern, refer to the section “Defining a Pattern” in Chapter 4.

Each Pattern has a unique number associated with it; the number is assigned by the system when the Pattern is defined. If you do not know the number of the Pattern you want to run, you can select from a list of Patterns. The procedure for selecting a Pattern from a list is found in the section “Running a Pattern from a List” in Chapter 4.

You might frequently need to do a detailed scan of an area. For example, you might define a Pattern in the lobby of a building. This camera Pattern

pans from the reception desk to the waiting area, then tilts up to view the smoke detector, then pans to the main entrance and zooms in on it. The number associated with this Pattern is 7. To initiate this Pattern of the lobby, press **7**, and then press **Patrn**. Pattern 7 will automatically run on the active monitor and the Pattern name and number will be displayed at the bottom of that monitor.



IMPORTANT

A Pattern will run through one time and then stop. You can, however, specify if you want a Pattern to repeat itself. To do this, press **C** on the keypad before you press the Pattern number. So, if you want Pattern 7 to repeat itself indefinitely, press **C, 7, Patrn**.

To stop a Pattern, issue a camera command (pan, tilt, zoom, focus, or iris) to the camera running the Pattern.

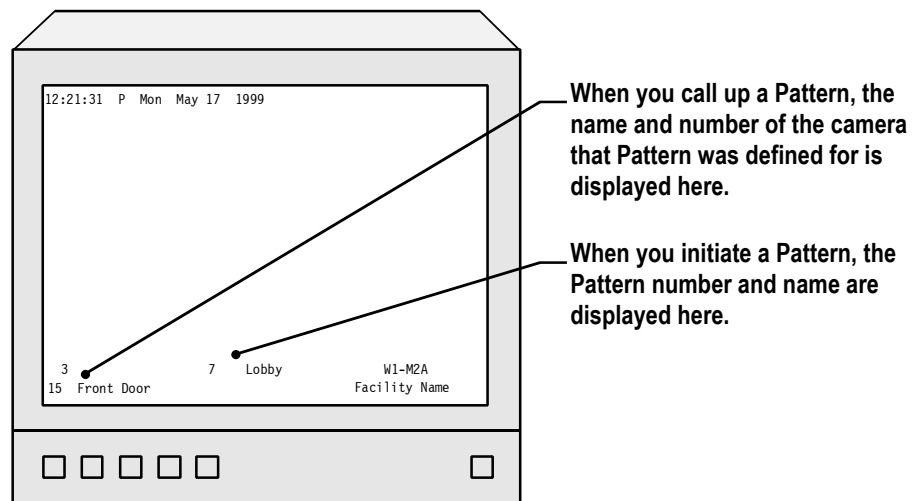
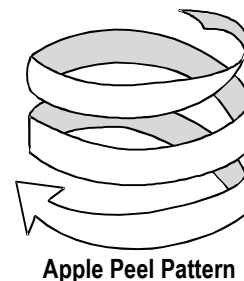


Figure 3-8: Pattern information.

Running the “Apple Peel” Pattern...For each SpeedDome, you can define up to three Patterns. If a dome does not have all three Patterns defined yet, you can instruct it to run the default Apple Peel pattern. However, once all three Patterns are defined for a SpeedDome, it will no longer run the Apple Peel pattern.

The Apple Peel pattern is comprised of three revolutions of camera panning with tilt starting at the ceiling line. Each revolution tilts down approximately 30°. The Apple Peel pattern provides you with a complete view of the area.

To begin the Apple Peel pattern for the currently selected SpeedDome, press **0**, and then **Patr**n.



Note For SpeedDome LT, the default Apple Peel pattern will only run under SensorNet. This pattern will not work under RS422.

Running a Sequence

There are two different types of *Sequences* available—Standard Sequences and Salvo Sequences. Each type of Sequence is comprised of individual *Actions* (Quick Views, fixed shots, Patterns, and outputs).

Every Sequence has a unique number associated with it; the number is assigned by the system when the Sequence is defined. If you do not know the number of the Sequence you want to run, you can select from a list of Sequences. The procedure for selecting a Sequence from a list is found in “Running A Sequence from a List” in Chapter 4.

A *Standard Sequence* is comprised of individual Actions that run one after the other on a single monitor. For each Action there is an individual *dwelt time*. The dwell time determines how long each Quick View, Pattern, or fixed shot within the Sequence remains on the monitor. If the Action is an output, the dwell time determines when the output will be reset to its original condition.

For example, a Sequence could incorporate the following Actions:

- A Quick View of the front door from the outside (dwell time = 5 seconds)
- An output that unlocks the front door (dwell time = 5 seconds)
- A Quick View of the front door from the inside (dwell time = 5 seconds)

Now, when you hear the front doorbell ring, you could initiate this Sequence by pressing its Sequence number, and then pressing **Seq**.

When the Sequence is initiated, the following events take place:

- The Quick View of the front door (from the outside) will appear on the monitor and remain for 5 seconds; this enables you to see who is at the door.
- Then, the front door will unlock, allowing the visitor 5 seconds to come through the door before the lock automatically resets.
- Finally, the Quick View of the front door (from the inside) appears on the monitor. This enables you to see who actually came through the door. Was it the initial visitor only? Did someone else come through the door with the visitor? Did no one come through the door?

A *Salvo Sequence* is comprised of one or more *groups* of Actions. The Actions within a group run simultaneously on multiple monitors; the individual groups run one after the other. For each group of Actions there is a *dwell time*. The dwell time indicates how long a group of Actions remains on the separate monitors before the next group of Actions replaces them. If a group of Actions includes an output, that output will be reset to its original state at the end of the designated dwell time. An output's dwell time can be different from the uniform dwell time of the video-related Actions.

For example, a Salvo could be comprised of five separate groups of Actions; each group has a dwell time of 20 seconds.

- | | |
|----------------|--|
| <i>Group 1</i> | 4 Quick Views on the first floor of a stadium. |
| <i>Group 2</i> | 2 Quick Views and 2 Patterns on the second floor of the stadium. |
| <i>Group 3</i> | 4 Patterns on the third floor of the stadium. |
| <i>Group 4</i> | 4 Quick Views and one output that turns on a light on the fourth floor of the stadium. |
| <i>Group 5</i> | 3 Quick Views and one fixed shot on the fifth floor of the stadium. |

To initiate this Salvo, press the number associated with it, then press the **Seq** button. When you initiate this Salvo, the first group of Actions will be displayed on four separate monitors for their designated dwell time. At the end of the dwell time, group 1 will be replaced by the Actions in group 2. In this example, that would be two Quick Views and two Patterns. At the end of the dwell time, group 2 will be replaced by group 3.

One by one each group of Actions is displayed—with each Action on a separate monitor—for the designated dwell time.

Refer to the following illustration for an example of how a Salvo works.

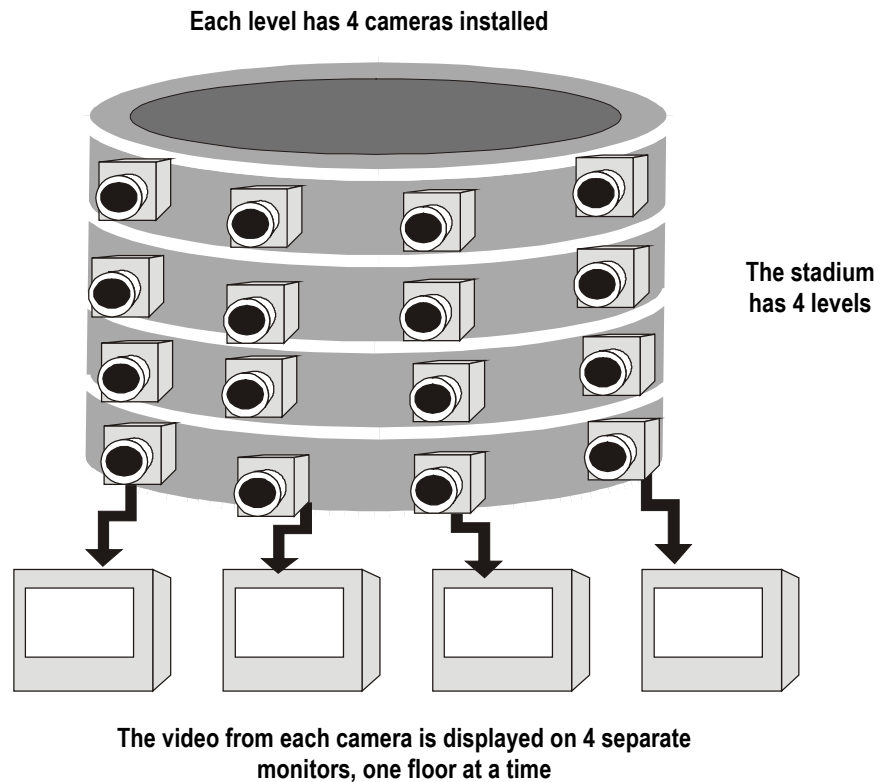


Figure 3-9: Salvo sequence example.

Note Outputs within a Sequence will always change to their “closed” state when the Sequence is initiated. For example, if the output is a light (and the light’s closed state is “on”), then the light will turn on when the Sequence is initiated. If the output is a door lock, (and the lock’s closed state is “unlocked”), then the door will unlock when the Sequence is initiated. If, when the Sequence is initiated, the output is already in its closed state, it will remain in that state even after its dwell time is up.

Both types of sequences will run repeatedly until you select the monitor where the Sequence is running and either:

- Press the **Seq** button (which stops the Sequence permanently),
- Issue a camera command, i.e., pan, tilt, zoom, focus, iris (which also stops the Sequence permanently), or
- Press the **Hold** button (which stops the Sequence temporarily).

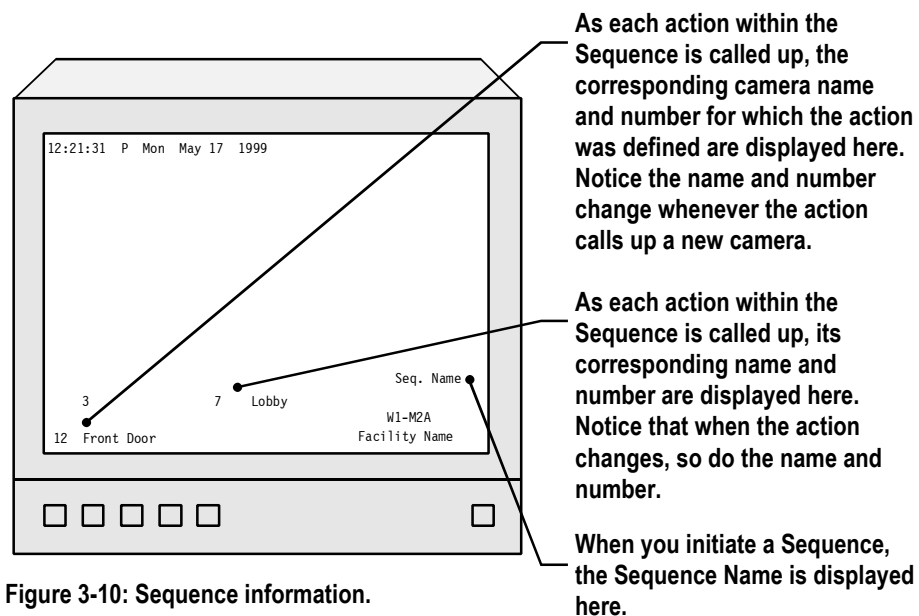


Figure 3-10: Sequence information.

Pausing a Sequence and Stepping Through the Actions or Groups

While you are viewing a Sequence, you may need to pause the Sequence and “step back” to one of the previous Actions. You can do so via the TOUCH TRACKER.

Suppose while you are viewing one of the Quick Views in a Sequence, you see a person running across the lobby and you want to stop the Sequence and follow that person with the camera manually. However, the dwell time for that Quick View was only 5 seconds, and the Sequence has switched to the next action or group in the series before you had a chance to take control of the camera. You have no way of knowing what Quick View or camera you should call up to find the suspect.

To pause the Sequence, press the **Hold** button. Then press the **Prev** button to step backward—one Action or group at a time—through the Sequence until the Quick View is displayed on the monitor. Once that Quick View is displayed, you can manually take control of the camera to find the suspect.

While a Sequence is on hold, the **Prev** and **Next** buttons enable you to step backward and forward, respectively, through the *Actions* in a Standard Sequence, and backward and forward through the *groups* within a Salvo Sequence. To resume the Sequence, press the **Hold** button again.

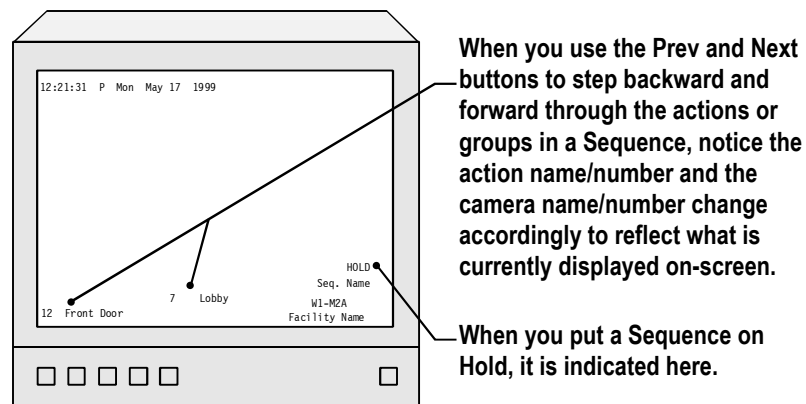


Figure 3-11: Placing a Sequence on Hold.

Calling a Zone

A *Zone* is a group of pre-defined Quick Views, on separate cameras, that are called up simultaneously on separate monitors. For example, there is a Zone in a parking garage that incorporates six cameras. Each camera calls up a Quick View of different entrances in that parking garage. When you initiate this Zone, all six cameras will simultaneously pan and tilt to their assigned exit in the parking garage, and then zoom and focus automatically.

Zones are particularly useful when you have dedicated monitors at your facility. Each dedicated monitor shows video from one and only one camera. Zones can contain Quick Views defined for the different cameras already called up on the dedicated monitors.

Each Zone has a unique number; the number is assigned by the system when the Zone is defined. If you do not know the number of the Zone you want to call up, you can select from a list of Zones. The procedure for selecting a Zone from a list is found in “Calling a Zone from a List” in Chapter 4.

To call a Zone, press the number associated with that Zone, and press **Zone** on the keypad. The Zone is automatically called up.

The Quick Views that make up a Zone are only seen if their respective cameras are already displayed on a monitor when the Zone is called up. If Quick View 3 is defined for Camera 1, but Camera 1 is not the current camera on any of the monitors, Quick View 3 will not be included in the Zone. Camera 1 will move when the Zone is called, but its video will not be seen.

Initiating an Activity

An *Activity*, like a Sequence, is a group of Actions that can be initiated from the TOUCH TRACKER. However, unlike in a Sequence (where the Actions run one after the other), the Actions in an Activity occur simultaneously. For this reason, an Activity can include only one video-related Action (Quick View, Pattern, fixed shot, or Sequence). This is because only one video Action can be displayed at a time on a monitor. An Activity can also include one or more outputs and one or more Zones. Additionally, an Activity can cause the TOUCH TRACKER to “beep,” and display on-screen messages.

Activities are programmed by the System Administrator, and they perform a number of different tasks. Turning lights on and off, locking and unlocking doors, opening and closing gates, and displaying on-screen messages are a few examples of the tasks an Activity can perform.

An Activity can be triggered in one of three ways:

- Automatically by a clock
- Automatically by a camera
- Manually via a TOUCH TRACKER

This section applies only to those Activities that are initiated by a TOUCH TRACKER.

Each Activity has a specific *activity number* associated with it. If you do not know the number of the Activity you want to initiate, you can choose from a list of Activities. The procedure for selecting an Activity from a list is found in the section “Initiating Activities from a List” in Chapter 4.



Tip. An Activity can only be initiated from TOUCH TRACKERS that are included in the Workstations to which that Activity has been assigned.

If you want to turn the parking garage lights off (and you know that the TOUCH TRACKER you are using is able to initiate such an Activity), type the number associated with that Activity then press **Activty**.

Some outputs require a user confirmation before the system initiates them. If such an output is included in your Activity, the system asks you, through a display on the monitor that initiated the Activity, to verify that you want to perform this output.

The following is an example of what an output confirmation request might look like.

Change Garage Lights to OFF?

YES
(press ACK)

CANCEL
(press CLEAR ENTRY)

If you want to turn the parking garage lights off, press **Ack** on the TOUCH TRACKER. If you do not want to turn the parking garage lights off, press **Clear Entry** on the TOUCH TRACKER.

The system allows you 9 seconds to respond to this prompt. If you do not respond within 9 seconds, the prompt disappears and the output remains unchanged.

If the System Administrator did not set up this output to require user confirmation, the parking garage lights would have automatically turned off when you pressed the appropriate buttons on the TOUCH TRACKER.



IMPORTANT

If you do not have a monitor selected when you initiate an Activity, any outputs that require user confirmation will be ignored by the Activity. This is because there is no active monitor to display the message.

Also, if there is more than one output included in an Activity, the next output will not occur until one of the following occurs: you respond to the user confirmation request, or you let the confirmation time out on its own (after 9 seconds).

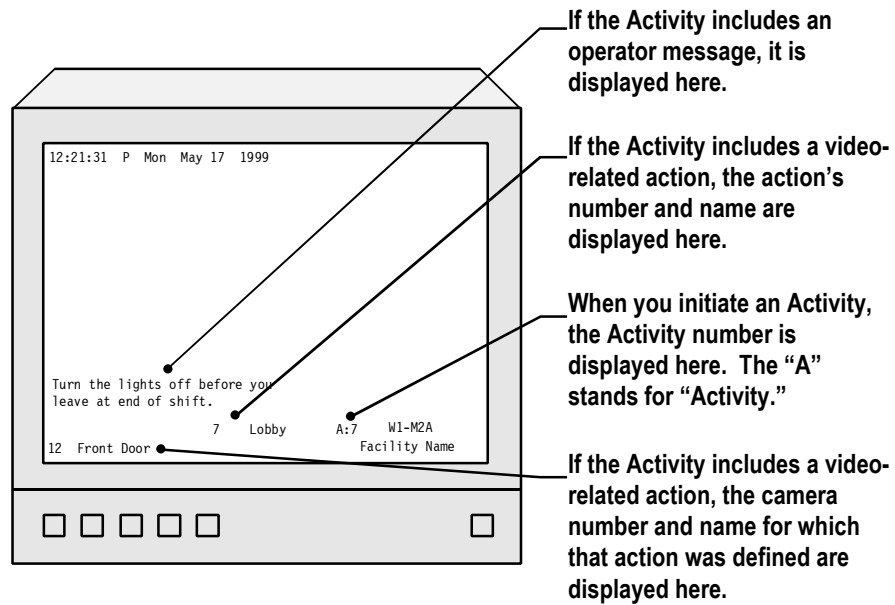


Figure 3-12: Activity information.

Toggling an Output

Each camera can have up to four outputs connected to it. The **B** button on the TOUCH TRACKER allows you to toggle the state of whatever device is connected to output 4 on the currently selected camera if the fourth output is enabled.

For example, if output 4 on camera 13 is a light in the stock room, you can turn that light on or off by pressing **B** when camera 13 is selected.

Use caution with this feature. Unless you know which output is connected to the currently selected camera, do not press the **B** button. Your System Administrator can tell you which cameras have outputs associated with them, and which devices are connected to output 4 on any given camera. This information is displayed on the Configure Outputs form.

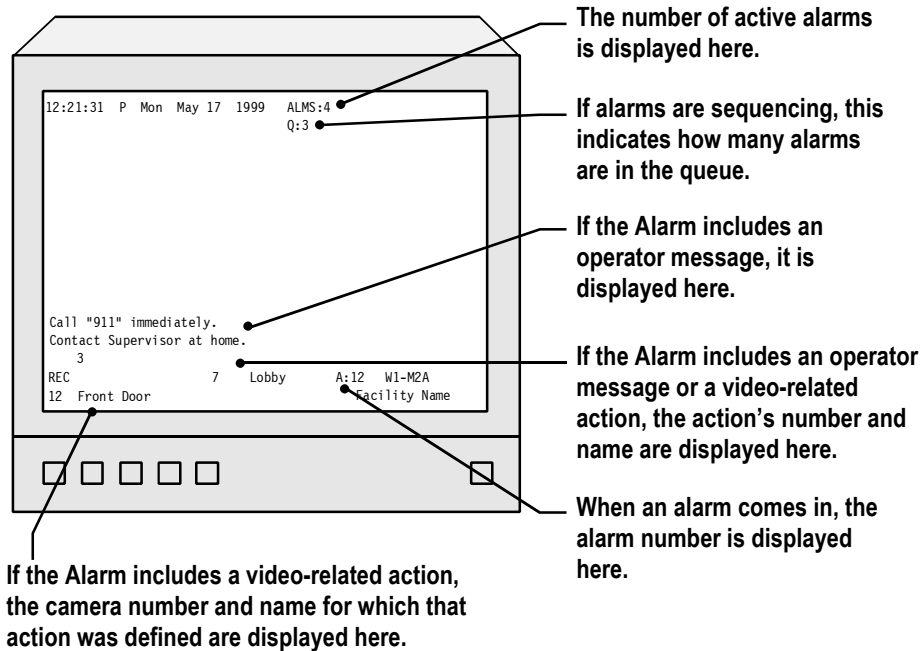
Clearing an Alarm

Detailed procedures on how to handle incoming alarms are provided in Chapter 5, “Responding to System Alarms.” Briefly, when an alarm comes into the system, it is displayed on the alarming monitors in whichever Workstations that alarm was configured to be routed to. Alarms are displayed on alarming monitors only. You will never see an alarm displayed on a general monitor. Your System Administrator determined which monitors are alarming and which are general; this is done on the Configure Workstations form.

You can acknowledge and clear alarms via the TOUCH TRACKER. To acknowledge an alarm, select the monitor displaying the alarm, and then press the **Ack** button. When more than one alarm is active at one time, you can acknowledge the alarm on whichever monitor your TOUCH TRACKER is currently connected to.

If there are more active alarms than there are alarming monitors in the Workstation, the alarms will sequence on one of the monitors. When this happens, you can select the monitor that is sequencing the alarms and press the **Hold** button; this puts the sequencing alarms on hold. Then press the **Prev** and **Next** buttons to step through the active alarms. When the alarm you want to acknowledge is displayed on the monitor you are connected to, press the **Ack** button.

If you acknowledge an alarm that was also routed to a Workstation other than the one you are connected to, you will automatically clear the alarm from that Workstation as well.



Recalling Camera Commands

The TOUCH TRACKER has a buffer that saves the eight most recent camera selections, Quick Views and Patterns.



IMPORTANT

Zoom, Focus, Iris, Sequence, and Activity commands *are not* stored in the buffer.

To recall the commands:

- Press **Prev** to step backwards through the commands. When the first command in the buffer is reached, pressing **Prev** loops to the last command in the buffer.

- Press **Next** to step forward through the commands. When the last command in the buffer is reached, pressing **Next** loops to the first command in buffer.

Note If a repeat Pattern command has been issued, only the Pattern information is stored in the buffer. Recalling the pattern using this method will only run the Pattern one time.

Displaying Help Information

The **Help** button on the keypad accesses general help information about the buttons on the TOUCH TRACKER. The system only displays Help information if the active monitor has text overlay capability.

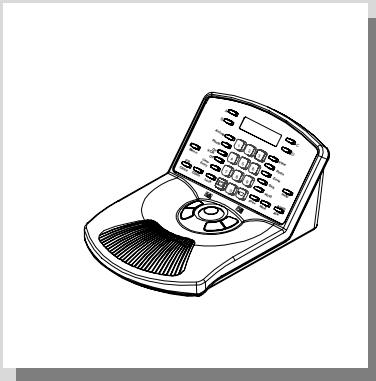
Accessing the User's Menu

The on-screen *User's Menu* operates in conjunction with the TOUCH TRACKER and allows you to perform many of the same functions as the TOUCH TRACKER. The advantage of the User's Menu is that it displays lists of all existing cameras, Quick Views, Patterns, Sequences, Zones, and Activities. You can select items directly from these lists, eliminating your need to memorize or keep hardcopy lists of numbers. In addition, the User's Menu enables you to define Quick Views and Patterns.

To display the User's Menu, press the **Menu** button on the TOUCH TRACKER. The User's Menu and a list of the available cameras are overlaid on the video. For a complete description of the User's Menu and how it is used, refer to Chapter 4, "Using the On-Screen User's Menu."

NOTES:

CHAPTER 4



Using the On-Screen User's Menu

In This Chapter

- Introducing the View Manager 96 User's Menu
- Accessing the User's Menu
- Moving Around the Screen
- Exiting from the User's Menu
- Calling Up a Camera
- Defining and Displaying Quick Views
- Defining and Running Patterns
- Running a Sequence
- Calling a Zone
- Initiating Activities

Introducing the View Manager 96 User's Menu

The VM96 User's Menu is used in conjunction with the TOUCH TRACKER and allows you to perform the following functions:

- Select a camera
- Define a Quick View
- Display a Quick View
- Define a Pattern
- Run a Pattern
- Run a Sequence
- Call a Zone
- Initiate an Activity

The advantage of the User's Menu is that it enables you to display lists of all existing cameras, Quick Views, Patterns, Sequences, Zones, and Activities. You can also select items directly from these lists, thus eliminating your need to memorize or keep hardcopy lists of numbers.

The active monitor must have text overlay capability for the User's Menu to be displayed.

Remember, different users have different system privilege levels. Therefore, you might not have access to all of the features described here. If you find that you are unable to display certain menus or perform certain functions, it is because you have not been granted access to these features. The procedures in this chapter are written for users who have full access privileges. If you do not have full access privileges, your screens may look somewhat different from the screens depicted in this chapter.

Accessing the User's Menu

There are two ways to access the User's Menu.

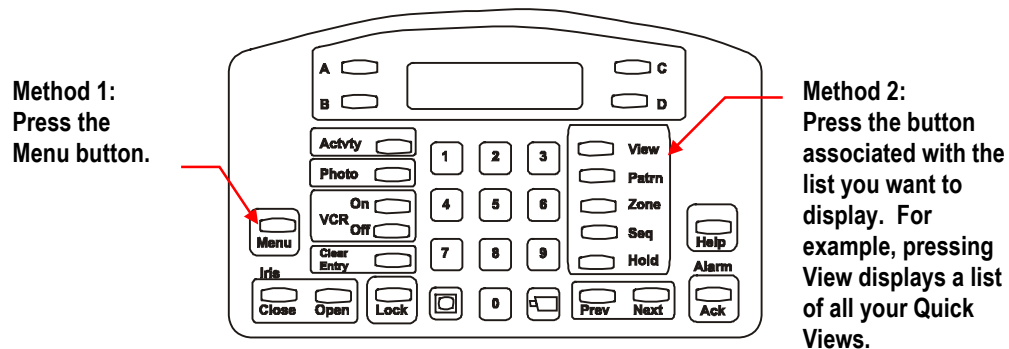


Figure 4-1: Accessing the User's Menu.

Method 1: Press the **Menu** button on the TOUCH TRACKER keypad. The User's Menu is overlaid on the video, and the list of available cameras is displayed.

Method 2: On the TOUCH TRACKER, press the button associated with the list you want to display. Accessing the User's Menu this way allows you to display the appropriate choice list immediately, eliminating the need to select it from the User's Menu bar. For example, if you want to select or define a Quick View, press **View** on the keypad and a list of the existing Quick Views is automatically displayed.

The User's Menu screens are fundamentally organized the same way. Figure 4-2 illustrates a sample list of existing Quick Views.

Each screen consists of the following elements:

User's Menu Bar Appears at the top of the screen and presents you with the options available on the User's Menu.

Screen Title Displays the title of the current screen.

- Selection Items* Present you with a list of items from which you can make a selection.
- Highlight Bar* Indicates where the cursor is located on the screen. You use the Tracker Ball to move the highlight bar around on the screen. Highlighted items appear in reverse video.
- Option Buttons*
- “Next Pg” allows you to view the next screen of information (if a next page exists).
 - “Previous Pg” allows you to view the previous screen of information (if a previous page exists).
 - “Define” allows you to create a Quick View or Pattern, or re-define an existing Quick View or Pattern.

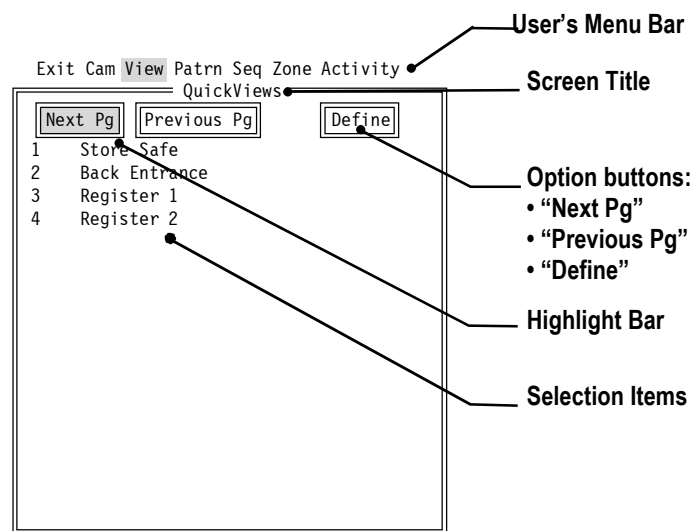


Figure 4-2: The User's Menu screen elements.

Moving Around the Screen

When the User's Menu is displayed, the Tracker Ball no longer functions as a camera controller; it functions as a cursor control device. The cursor is a highlight bar, and it enables you to select from a menu, choice list, or option button.

Moving the Highlight Bar

By moving the Tracker Ball you can control the position of the highlight bar on the monitor. Move the highlight bar up, down, left, or right by pushing the Tracker Ball up, down, left, or right, respectively.

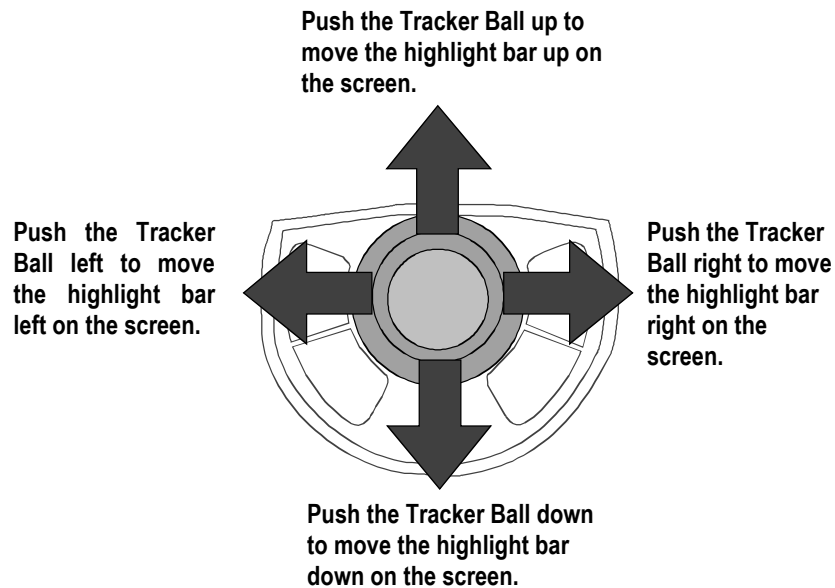


Figure 4-3: Using the Tracker Ball as a cursor control.

Selecting an Item

There are two ways to select an item.

Method 1: Use the Tracker Ball to position the highlight bar on an item, then press either the **Menu** button, a zoom button, or a focus button. When the system is in the User Menu mode, these buttons function like the ENTER key on a keyboard.

Note To simplify procedures, only the **Menu** button will be mentioned in reference to selecting an item. Keep in mind, however, that the zoom and focus buttons work the same way.

Method 2: Select items on a list directly from the keypad. For example, if you are presented with a list of cameras, you can press the number that corresponds to a particular camera, and then press  (the **Camera** button) on the keypad. This automatically calls up the selected camera. If you are presented with a list of Quick Views, you can press the number of a particular Quick View, and then press **View** on the keypad. This automatically calls up the selected Quick View.

Exiting from the User's Menu

There are two ways to exit the User's Menu.

- Select **Exit** from the User's Menu bar.
- Press **Clear Entry** on the keypad.

The overlay of the menu disappears and the TOUCH TRACKER returns to normal camera control.

Calling Up a Camera

The Cam selection on the User's Menu allows you to call up a specific camera on the active monitor. Once you call up the camera, you can control it using the Tracker Ball.

Before you can call up a camera, you must have selected a monitor, as described in Chapter 3. The LCD indicates whether a monitor has been selected.

Remember, you can call up a camera directly from the TOUCH TRACKER

keypad by pressing the camera number and then pressing  (the **Camera** button). If you cannot recall the camera number, use the following procedure.

1. Press **Menu** on the keypad to display the list of available cameras.

A list of camera numbers and names is displayed. A sample Cameras screen is displayed in the following figure.

Exit Cam View Patrn Seq Zone Activity			
Cameras			
Next Pg		Previous Pg	
1	Front Entrance	18	Back Room
2	Rear Entrance	19	High Traffic
3	Side Door East	20	Elevators
4	Side Door West	21	Back Stairs
5	Break Room		
6	Display Area		
7	Register 1		
8	Register 2		
9	Register 3		
10	Register 4		
11	Register 5		
12	Fitting Rooms		
13	Accessories		
14	Jewelry		
15	Shoes		
16	Sportswear		
17	Dresses		

Figure 4-4: Example Cameras List.

2. Select the desired camera—either by entering the camera number and pressing , or by highlighting a camera from the list and pressing the **Menu** button.

The screen disappears and the camera's video is displayed.

Defining and Displaying Quick Views

A *Quick View* allows you to access any view from any camera, regardless of which camera is currently selected. A Quick View is useful when you need to look at a particular item or area immediately. It saves you from having to select a camera, pan and tilt to the specific area, and then zoom and focus.

Defining a Quick View

You can define Quick Views on programmable cameras only. When you are defining a Quick View make sure there is only one TOUCH TRACKER connected to the monitor on which you are going to define the Quick View.

The following procedure describes how to define a Quick View.

1. Press **View** on the keypad to display the list of existing Quick Views.

The Quick Views screen is displayed with a list of Quick Views that have already been defined (if there are any). Figure 4-5 illustrates a sample Quick Views screen.

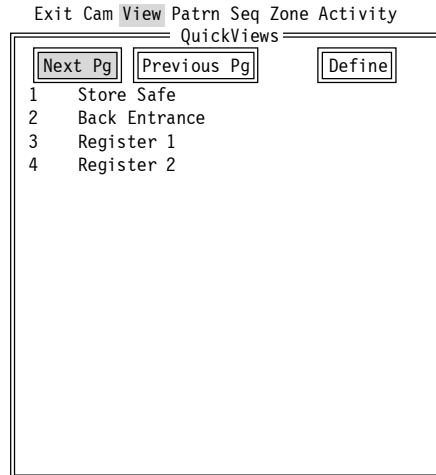


Figure 4-5: Quick Views screen.

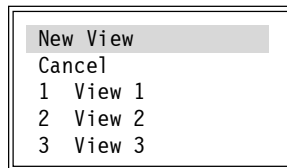
Some of the Quick Views on this screen might have been defined using the Administrator's Menu.

2. With the Quick Views screen displayed, press the number of the camera for which the Quick View will be defined, and then press  (the **Camera** button).
3. Use the Tracker Ball to highlight Define, and then press **Menu**.

Note If there are no Quick Views defined for this camera yet, skip to Step 5 now.

If there is at least one Quick View defined for this camera, the screen displays the following prompt and menu:

Choose the view you want to program.



4. Do one of the following:
 - To define a new Quick View, highlight **New View**, and then press **Menu**.
 - To re-program an existing Quick View, highlight that Quick View in the list, and then press **Menu**.
 - To exit the programming mode, highlight **Cancel**, and then press **Menu**.

5. The screen displays the following prompt:

Position the camera to the desired
view.
Press ACK when done
Press CLEAR to cancel

6. As the prompt indicates, position the camera to the desired view, then zoom and focus as necessary. When you are finished, press **Ack** on the TOUCH TRACKER.

The screen displays the following message:

Please Wait ...

The system defines a new Quick View of the picture on the active monitor, and automatically assigns a number to that Quick View. The new Quick View is added to the list on the Quick Views screen.

7. To define additional Quick Views, repeat Steps 2 through 6.

The system assigns a default name to each Quick View. If you want to change the name of a Quick View to something more meaningful, such as “Store Safe,” contact your supervisor or anyone who has administrator privileges.

Displaying a Quick View

Remember, you can select a Quick View directly from the TOUCH TRACKER keypad by pressing the Quick View number and then pressing **View**. If you cannot recall the number, follow this procedure.

1. Press **View** on the keypad to display the list of available Quick Views.

A list of existing Quick View names and their corresponding numbers is displayed. A sample Quick Views screen looks like this.

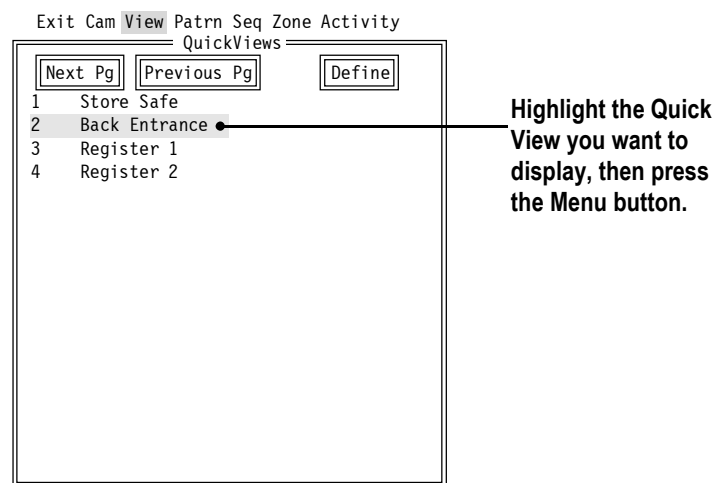


Figure 4-6: List of Quick Views.

2. Select the desired Quick View—either by pressing the Quick View number and then pressing **View**, or by highlighting a Quick View on the list and pressing the **Menu** button. In the sample screen, View 2 is being selected.

The screen disappears and the selected Quick View is displayed on the active monitor. The Quick View name and number are displayed at the bottom of the monitor.

Defining and Running Patterns

A *Pattern* is a sequential series of pan, tilt, zoom, and focus commands defined for a single programmable dome. You can call up a Pattern from any camera, regardless of which camera is currently selected. For example, you can define a Pattern for the lobby. This Pattern pans from the reception desk to the waiting area, then tilts up to view the smoke detector, then pans to the main entrance and zooms in on it.

You “teach” the camera a combination of these movements, and then you save the Pattern so it can be run again.

Defining a Pattern

You can define Patterns on programmable domes only. When you are defining a Pattern make sure there is only one TOUCH TRACKER connected to the monitor on which you are going to define the Pattern.

Note The SpeedDome LT does not support the programming of Patterns. You can, however, use Pattern programming to program its Auto Pan feature. Please refer to the section in this chapter titled “Special Note for SpeedDome LT Auto Pan Programming” to understand the restrictions involved in programming the Auto Pan feature.

Things to keep in mind when programming Patterns ...

You can program up to three Patterns per programmable dome. The length and complexity of a Pattern are restricted by two variables:

- Number of camera commands
- Time

Each time you move the camera in any direction, zoom in or out, focus near or far, or adjust the iris, you have issued *camera commands* to the camera. The three Patterns for a dome can collectively consist of up to 98 of these camera commands. As you program a Pattern, the number of camera commands remaining for that camera is displayed on the TOUCH TRACKER LCD.

There is also a time constraint on Patterns. A single Pattern cannot have a duration of longer than approximately 6 minutes and 50 seconds. Even if a Pattern has only two camera commands in it, the Pattern will stop recording once its duration time has elapsed.

Keep in mind that you are programming these Patterns in *real-time*, which means that the camera is remembering every programming command you make at the actual speed you issue the commands. If during programming, you let the camera sit motionless for 20 seconds, that is exactly what the camera will do each time that Pattern is called up in the future. The 20 seconds of “non-motion time” is part of the Pattern.

To define a Pattern...

1. Press **Patrn** on the keypad to display the list of existing Patterns.

The Patterns screen is displayed with the list of those Patterns that have already been defined (if there are any). Figure 4-7 illustrates a sample Patterns screen.

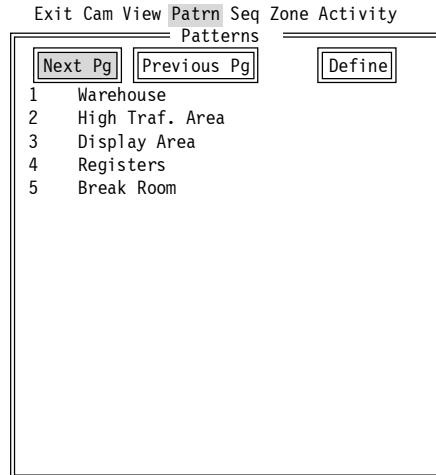


Figure 4-7: Patterns Screen

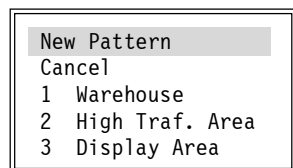
Some of the Patterns on this screen might have been defined using the Administrator's Menu.

2. With the Patterns screen displayed, press the number of the camera for which the Pattern will be defined, and then press  (the **Camera** button).
3. Use the Tracker Ball to highlight Define, and then press **Menu**.

If there are no Patterns defined for this camera, skip to step 5 now.

If there is at least one Pattern defined for this camera, the screen displays the following prompt:

Choose the pattern you want to program.



Remember, you can define up to three Patterns for each programmable camera. If all three Patterns have already been defined for a camera, you can re-define one of the existing Patterns.

4. Do one of the following:
 - To define a new Pattern, highlight New Pattern, and then press **Menu**.
 - To re-program an existing Pattern, highlight the appropriate Pattern in the list, and then press **Menu**.
 - To exit the programming mode, highlight Cancel, and then press **Menu**.

5. The screen displays the following message:

Position the camera to the start of the
pattern.

Press ACK when done
Press CLEAR to cancel

6. As the prompt indicates, position the camera to the starting point of the Pattern. Then if necessary, zoom in or out, focus near or far, and adjust the iris. When you have the picture you want displayed on the monitor, press **Ack**.

As soon as you press **Ack**, the Pattern begins recording.

The screen displays the following message:

Move the camera in the desired pattern.

Press ACK when done.
Press CLEAR to cancel.

7. Move the camera around and create a logical, usable Pattern. Remember, the three Patterns for this camera can collectively incorporate up to 98 camera commands. Each Pattern can be up to 409 seconds in length. The command count is displayed on the LCD as you move the camera around, zoom, and focus.

If you make a mistake during programming or you no longer want to program the Pattern, press the **Clear Entry** button at any time to cancel programming.

8. When you have finished programming the Pattern, press **Ack**.

The screen displays this message:

Do you want to view the newly created
pattern?

Press ACK to view the pattern

Press CLEAR to continue

8. To re-run the Pattern, press **Ack**. If you do not want to re-run the Pattern, press **Clear Entry** and skip to Step 10 now; pressing **Clear Entry** does not cancel the Pattern.

If you wait too long to respond to this prompt, the system assumes you do not want to re-run the Pattern.

If you pressed **Ack**, the Pattern you just created will run (in real time) on the monitor.

As the Pattern is re-running, the screen displays this message:

Running temporary pattern ...

Press CLEAR to cancel

You can cancel the re-run of this Pattern at any time by pressing **Clear Entry**; this does not cancel the Pattern.

When the Pattern is finished running, the screen displays the following prompt:

Press ACK to accept the pattern

Press CLEAR to cancel

10. If the newly created Pattern is acceptable to you, press **Ack**. Otherwise, press **Clear Entry** and you can re-program a new Pattern.

If you pressed **Clear Entry**, the Pattern is canceled and the Patterns screen is displayed.

If you pressed **Ack**, the screen displays the following message.

Please Wait ...

The system defines the new Pattern and automatically assigns a number to that Pattern, which is now added to the list on the Patterns screen.

11. To define additional Patterns, repeat steps 2 through 10.

The system assigns a number and a name to the Pattern. If you want to change the name of a Pattern to something that is more meaningful to you, contact your Supervisor or anyone who has administrator privileges.

Special Note for SpeedDome LT Auto Pan Programming

The SpeedDome LT does not support the programming of Patterns. You can, however, use the Pattern programming function to program the Auto Pan feature. Keep the following limitations in mind when programming the SpeedDome LT Auto Pan feature:

- Although it appears to have three Patterns available to program, you can only program the lowest-numbered Pattern available to the dome. When you want to run the Auto Pan, selecting any of the three available Patterns for the dome will result in the Auto Pan that was programmed for the lowest number.
- Any extraneous movements made during the Auto Pan programming will be ignored when the programming is complete. Once the end point of the Auto Pan is set, the result will be a smooth pan between the start point and the end point of the Auto Pan.
- Do not attempt to create an Auto Pan that is greater than one revolution (360°) of the SpeedDome LT. The dome will accept this pattern during programming; however, it will not work when you attempt to run the pattern.. The starting point and the ending point

must be less than one revolution of the SpeedDome LT for the Auto Pan to work properly.

- Although VM96 will prompt you to preview the Pattern, this function is not supported on the dome. You should press the **Clear Entry** button when prompted to preview the Pattern.
- If you attempt to program another available Pattern number for the dome, VM96 will take you through the motions of the programming, but the new Pattern will not be saved. Do not attempt to program more than one Auto Pan per SpeedDome LT.
- If you need to re-program the Auto Pan for the dome, you must select the Pattern number that was originally programmed. Selecting another available Pattern number will not change the previously programmed Auto Pan.

Refer to the section titled “Defining A New Pattern” for instructions on creating the Pattern that will program the Auto Pan feature.

Running a Pattern

Remember, you can run a Pattern directly from the TOUCH TRACKER keypad by pressing the Pattern number and then pressing **Patrn**. If you cannot recall the Pattern number, follow this procedure to run a Pattern.

1. Press **Patrn** on the keypad to display the list of available Patterns.

Each Pattern has a unique number associated with it. A list of existing Pattern names and their corresponding numbers is displayed. Figure 4-8 illustrates a sample Patterns screen.

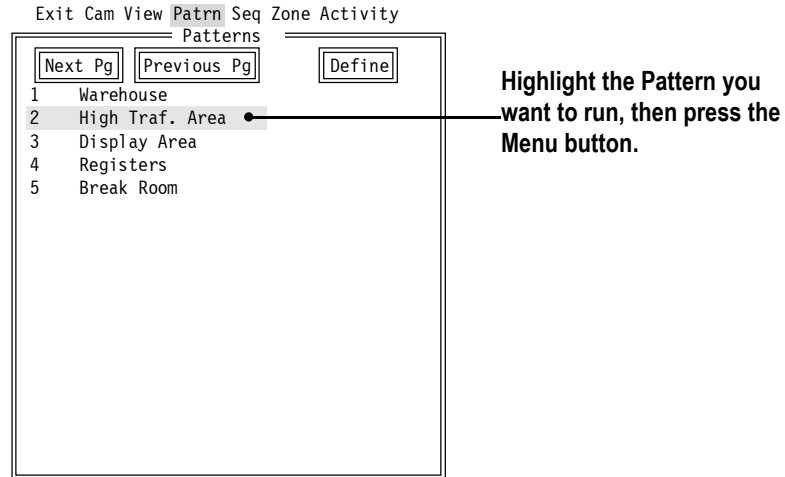


Figure 4-8: Patterns List

2. Select the Pattern you want to run—either by pressing the Pattern number and then pressing **Patrn**, or by highlighting a Pattern from the selection list and pressing the **Menu** button on the keypad.

The screen disappears and the selected Pattern begins running on the active monitor. A Pattern will run through once and then stop when it is complete, unless otherwise specified.

You can specify that you want a Pattern to repeat itself indefinitely; however, you cannot do so from the on-screen selection list. You must first exit from the User's Menu, and then press **C** on the keypad before you press the Pattern number. For example, if you want Pattern 7 to repeat itself indefinitely, press **C, 7, Patrn** on the keypad.

A Pattern will repeat itself indefinitely until a camera command (pan, tilt, zoom, focus, or iris) is issued to the camera.

Running a Sequence

Refer to Chapter 3, “Using the TOUCH TRACKER” for a detailed description of the two different types of Sequences (*Standard* Sequences and *Salvo* Sequences). This section describes how to initiate a Sequence from the User’s Menu; it does not describe what a Sequence is or what it does once it is initiated.

Remember, you can initiate a Sequence directly from the TOUCH TRACKER keypad by pressing the Sequence number and then pressing **Seq**. If you cannot recall the Sequence number, follow this procedure to initiate a Sequence.

1. Press **Seq** on the keypad to display the list of available Sequences.

Each Sequence has a unique number associated with it, whether it is a Standard Sequence or a Salvo Sequence. The list of Sequences and their associated numbers is displayed on the monitor. Salvo Sequences have an asterisk (*) in front of the name. Figure 4-9 illustrates a sample Sequences screen.

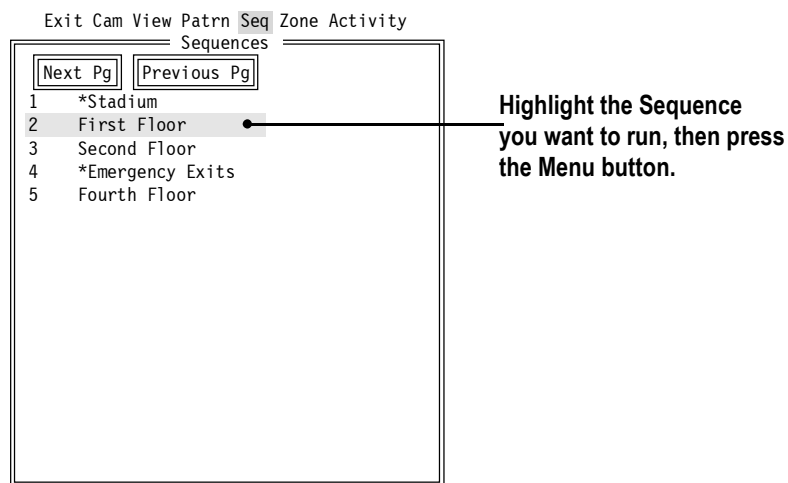


Figure 4-9: Sequences Screen

In the sample screen there are two Salvos and three Standard Sequences.

2. Select the Sequence you want to run—either by typing the Sequence number and pressing **Seq**, or by highlighting a Sequence from the selection list and pressing the **Menu** button.

The screen disappears and the selected Sequence begins running on the monitor(s).

Both types of sequences will run repeatedly until you select the monitor where the Sequence is running and press one of the following buttons:

- **Seq** (to stop the Sequence permanently)
- **Hold** (to stop the Sequence temporarily)
- pan, tilt, zoom, or focus button (to stop the Sequence permanently)

Remember, while a Sequence is running, you can pause it and step through the individual actions in a Standard Sequence or through the individual groups in a Salvo Sequence. This is described in Chapter 3, “Using the TOUCH TRACKER.”

Calling a Zone

A *Zone* is a group of pre-defined Quick Views, on separate cameras, that are called up simultaneously. For example, there may be a Zone in a parking garage that incorporates six cameras. Each camera calls up a Quick View of a different entrance in the parking garage. When you initiate this Zone, all six cameras will simultaneously pan and tilt to their assigned exits in the parking garage, and then zoom and focus automatically.

Remember, you can call a Zone directly from the TOUCH TRACKER keypad by pressing the Zone number and then pressing **Zone**. If you cannot recall the Zone number, follow this procedure to call the Zone.

1. Press **Zone** on the keypad to display the list of available Zones.

A list of available Zones and their associated numbers is displayed on the monitor. Figure 4-10 illustrates a sample Zones screen.

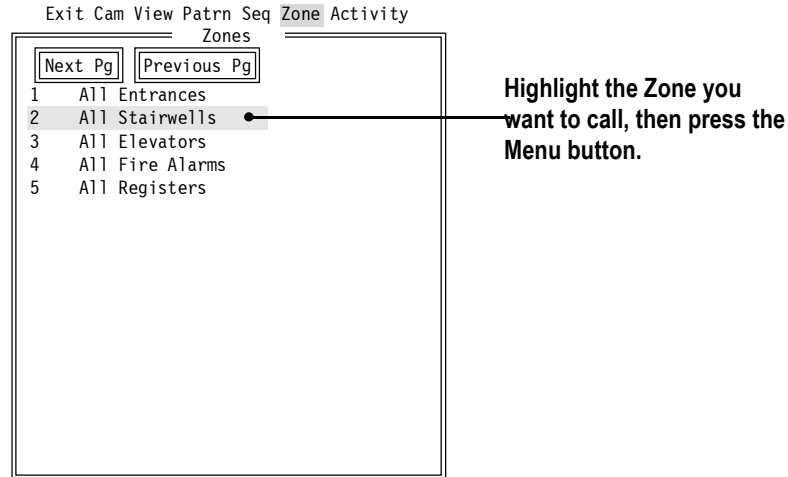


Figure 4-10: Zone screen.

2. Select the Zone you want to call—either by typing the Zone number and pressing **Zone**, or by highlighting a Zone from the list and pressing the **Menu** button on the keypad.

The screen disappears and the selected Zone is called up.

The Quick Views that make up a Zone are only seen if their respective cameras are already displayed on a monitor when the Zone is called up. If Quick View 3 is defined for Camera 1, but Camera 1 is not the current camera on any of the monitors, Quick View 3 will not be included in the Zone. Camera 1 will move when the Zone is called, but its video will not be seen.

Zones are particularly useful when you have dedicated monitors at your facility. Each dedicated monitor shows video from one and only one camera. Zones can contain Quick Views defined for the different cameras already called up on the dedicated monitors.

Initiating Activities

Refer to Chapter 3, “Using the TOUCH TRACKER,” for a detailed description of what an Activity is. This section describes how to initiate an Activity via the User’s Menu; it does not describe what an Activity is or what it does once it is initiated.

Remember, you can initiate an Activity directly from the TOUCH TRACKER keypad by pressing the Activity number and then pressing **Actvty**. If you cannot recall the Activity number, follow this procedure to initiate an Activity.

1. Press **Actvty** on the keypad to display the list of Activities.

A list of the Activities *that can be initiated from the TOUCH TRACKER you are currently using* is displayed on the monitor. A sample Activities screen is shown in the following figure.

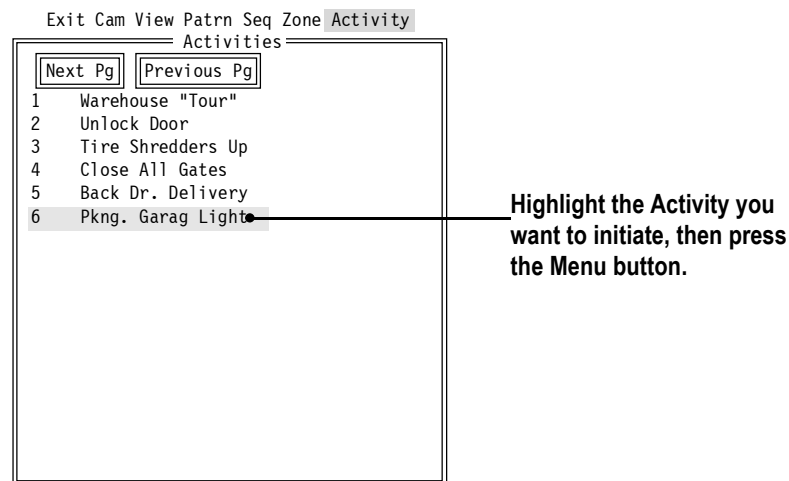


Figure 4-11: Activities screen.

Remember, this screen lists only those Activities that can be initiated from the TOUCH TRACKERS in this Workstation. That is why it may appear as though some Activity numbers are missing. These are either

the numbers that cannot be initiated by a TOUCH TRACKER or cannot be initiated from this Workstation.

2. Select the Activity you want to perform—either by typing the Activity number and pressing **Actvty**, or by highlighting an Activity from the selection list and pressing the **Menu** button on the keypad.

Some outputs in the Activity might require user confirmation before the system will initiate them. If this is the case, the system asks you—through a display on the monitor that initiated the Activity—to verify the command. For example, if you selected “parking garage lights off” as the Activity, the screen would display the following prompt on the active monitor.

Change Garage Lights to OFF?

YES (press ACK)	CANCEL (press CLEAR ENTRY)
--------------------	-------------------------------

3. If you want to turn the parking garage lights OFF, press **Ack** on the keypad. If you do not, press **Clear Entry** on the keypad.

The system allows you 9 seconds to respond to this prompt. If you do not acknowledge it within 9 seconds, the prompt disappears and the output state remains unchanged.

If the System Administrator did not set up this Activity to require user confirmation, the parking garage lights would have automatically turned off when you selected the Activity in Step 2.



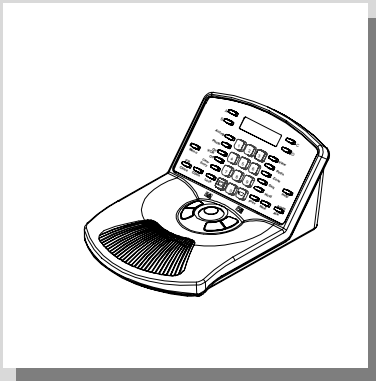
I M P O R T A N T

If there is no monitor selected when you initiate an Activity, any outputs that require user confirmation will be ignored by the Activity. This is because there is no active monitor to display the message on.

Also, if there is more than one output included in an Activity, the next output will not occur until one of the following: you either respond to the user confirmation request, or you let the confirmation time out on its own (after 9 seconds).

NOTES:

CHAPTER 5



Responding to System Alarms

In this chapter you will learn what an alarm is and how you recognize when an alarm comes into the system. This chapter also discusses how the system handles incoming alarms and how it sequences alarms when necessary. Finally, this chapter describes how you acknowledge an active alarm.

In This Chapter

- What Is an Alarm?
- General Versus Alarming Monitors
- How Do You Know When an Alarm Occurs?
- How Do Priorities Affect Alarms?
- Responding to Alarms

What Is an Alarm?

Simply stated, an *alarm* is an event, or a series of events, that occur automatically in response to some external conditions. All alarms have been pre-programmed by your System Administrator. The System Administrator determines the conditions that would cause an alarm, and the events that take place as the result of that alarm.

It is your responsibility to keep track of the alarms that affect your Workstation. You should respond to them if a response is required, acknowledge them, and subsequently clear them. When there are only one or two active alarms, this is a relatively simple task. However, when multiple alarms begin sequencing, the task becomes somewhat more difficult. You must be able to sequence through and clear the alarms as necessary.

When the System Administrator initially sets up an alarm, it is referred to as an *Activity*. Activities are set up on the Define System Activities form. As you learned earlier, an Activity can be generated in response to one of three devices:

- A clock. This automatically initiates an Activity at a specific time of day.
- A TOUCH TRACKER. This initiates an Activity when an operator presses a combination of buttons on the TOUCH TRACKER.
- A camera or an I/O module input. This automatically initiates an Activity when an input (such as a door latch) changes state.

When an Activity is initiated, many actions can take place. The following is a list of the possible actions that can occur when an Activity is initiated:

- A video action can take place. Video actions are Quick Views, Patterns, Sequences, or fixed shots.
- The TOUCH TRACKER can beep either one time or intermittently.
- An operator message can be displayed on the monitor. This message may provide details about the Activity or instructions for the operator.

- Several outputs can be initiated. The outputs may turn on or off lights, lock or unlock doors, or sound alarms, among other possibilities.
- One or more Zones can be initiated.

When the Activity includes a video action and/or an operator message, the system considers this Activity to be an alarm. That is because both of these events require the use of a monitor. When an Activity is considered an alarm, you will see an *alarm count indicator* on the monitor when that Activity is initiated. The alarm count indicator is described in this chapter; refer to the section, “How Do You Know When an Alarm Occurs?”

If the Activity includes only outputs, and/or a TOUCH TRACKER beep, and/or zones, but does not include a video action or an operator message, you will not see an alarm count indicator on the monitor when this Activity is initiated. Instead, you will see the message: “Activity Started”.

Therefore, an alarm is a series of events triggered by a clock, a TOUCH TRACKER, or an input that includes a video action and/or an operator message as one of its actions.

General Versus Alarming Monitors

When your System Administrator configured the Workstations at your facility, some monitors were designated as *general monitors*, and other monitors were designated as *alarming monitors*.

Both types of monitors—general and alarming—allow you to perform everyday operations. On either type of monitor you can display Quick Views, run Patterns, run Sequences, perform system programming, as well as other surveillance activities. However, when an alarm comes into the system, its associated information is displayed on the Workstation’s *alarming* monitor(s). You will never see an alarm displayed on a general monitor. Alarms are displayed on alarming monitors only.

You can visually distinguish between general and alarming monitors according to the *Workstation indicator type*, which is displayed in the lower right corner of the monitor. For example, if monitor 2 in Workstation 1 has

been designated a general monitor, this would be indicated by “W1-2G” in the lower right corner of that monitor. “W1” stands for “Workstation 1”; “2G” stands for “monitor 2 (General)”. If the same monitor had been designated an alarming monitor, that would be indicated by “W1-2A” in the lower right corner of that monitor. “2A” stands for “monitor 2 (Alarming)”.

How Do You Know When an Alarm Occurs?

When your System Administrator initially programmed the Activities, each Activity was routed to specific Workstations. These Workstations are the ones that will be affected when the alarm is initiated. In other words, it will be the TOUCH TRACKERs that beep, the video and the operator messages that appear on the alarming monitors, and the Activity that can be cleared via the TOUCH TRACKERs for those Workstations.

When an alarm comes in, you will see an *alarm count indicator* displayed on the alarming monitors for the Workstation where the alarm was routed. The alarm count indicator identifies the total number of alarms that are currently active (for this Workstation).

Every Activity has a unique number associated with it. This number is called the *Activity number*. This Activity number is displayed on the monitor whenever its associated alarm is initiated. It remains on the monitor for as long as the alarm is active. The Activity number is indicated by the characters “A:X”, where X = the specific Activity number; this is displayed at the bottom of the monitor.

When an alarm comes in, the alarm count indicator is displayed on all of the alarming monitors in each of the affected Workstations. The Activity number is displayed on the lowest numbered alarming monitor available in each of the affected Workstations.

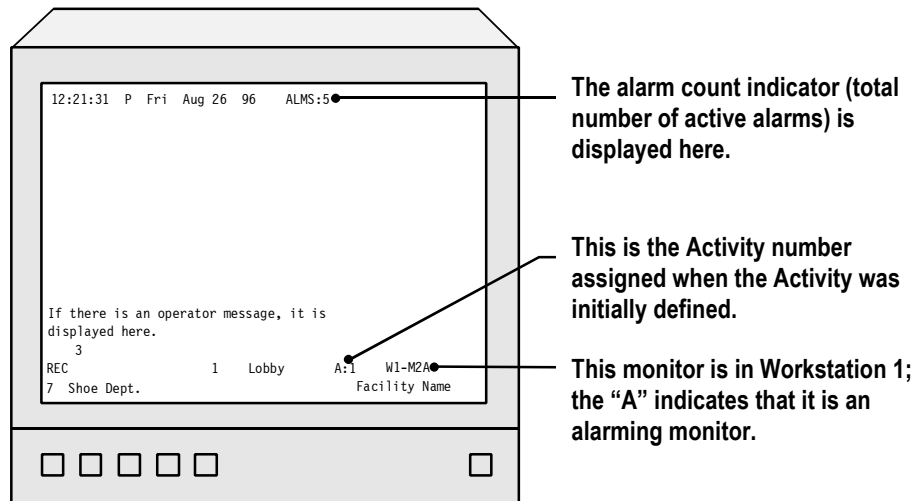


Figure 5-1: Alarm information displayed on an Alarming Monitor.

How Do Priorities Affect Alarms?

Note Priorities only affect alarms if passwords are enabled. Your System Administrator has the authority to enable and disable passwords.

When your System Administrator initially programmed the Activities, priorities were assigned to each Activity. Priorities enable the system to determine which alarm has control of a camera when more than one alarm is active at the same time. The higher priority alarm will always maintain control over the camera. Priorities also enable the system to decide whether a user can take precedence over a camera.

By establishing priorities among Activities and users, you are resolving camera control conflicts before they take place. For example, if an alarm triggers because the company safe has been broken into, you would not want

the video of this incident to be taken away because some other Activity or operator took control of that camera. For that reason, the important and critical Activities are assigned the highest priority when they are defined.

When priorities are implemented, you may find that you lose control of your camera from time to time because a high priority alarm comes into the system.

Note Priorities do not disable an alarming monitor's sequencing. If a priority 1 alarm comes in and calls up camera 7, and then a priority 2 alarm comes in and calls up camera 8, you will see the video from camera 8 on the monitor.

How the System Handles Incoming Alarms

When an alarm comes in, the alarm count indicator is displayed on all alarming monitors in the affected Workstations. In addition, any video, operator message, and output confirmation messages associated with that alarm are displayed on the lowest numbered alarming monitor available in the affected Workstations.

When a second alarm comes in, the alarm count indicator increments by one on all alarming monitors in the affected Workstations. Any video actions from that alarm, along with any operator messages and output confirmation messages, are displayed on the next lowest numbered alarming monitor available in the affected Workstations.

This alarm handling method continues until all alarming monitors are taken up. Once all of the alarming monitors in use displaying alarms, any new alarms are sequenced on the highest numbered alarming monitor.

Example

Here is an example of how the system handles incoming alarms as they are received. This example assumes there is only one Workstation and no

alarms are cleared as they come into the system. This provides with you the ability to see how the system sequences multiple alarms.

There are six monitors in Workstation 1. As you can see in Figure 5-2, monitors 2, 3, and 5 are alarming monitors; monitors 1, 4, and 6 are general-purpose monitors. At this time, there are no alarms. All six monitors are being used for general purpose.

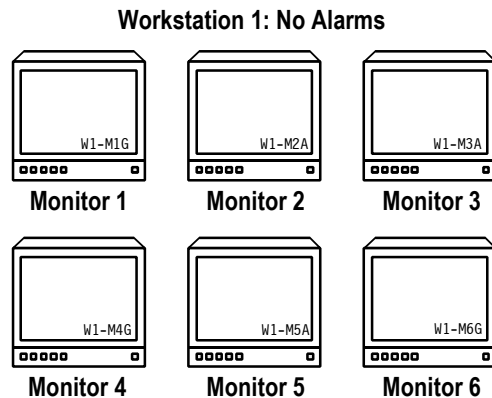


Figure 5-2: Example of Workstation with no alarms.

As shown in Figure 5-3, an alarm comes into the system. You know this because the alarm count indicator (ALMS : 1) is displayed at the top of all alarming monitors. The alarm's Activity number, any video, operator messages, and any output confirmation messages associated with the alarm are displayed on the lowest numbered alarming monitor available in this Workstation (in this case, monitor 2). The general monitors, however, remain unaffected.

Workstation 1: One Alarm

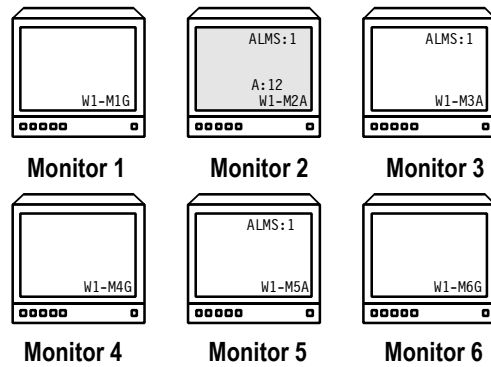


Figure 5-3: Workstation with one active alarm.

As shown in Figure 5-4, a second alarm comes into the system. When this happens, the alarm count indicator increments by one on all alarming monitors. This alarm's Activity number, along with its associated information, is displayed on the next lowest numbered alarming monitor available (in this case, Monitor 3). The first alarm is still displayed on Monitor 2. The general monitors remain unaffected.

Workstation 1: Two Alarms

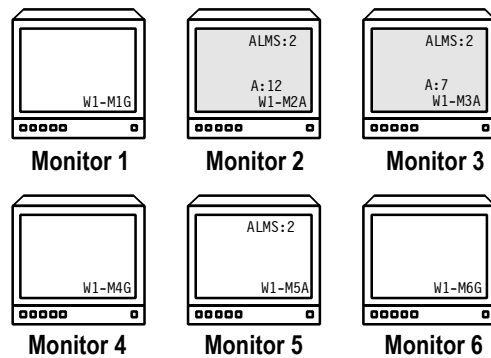


Figure 5-4: Workstation with two active alarms.

As shown in Figure 5-5, a third alarm comes into the system. When this happens, the alarm count indicator increments by one on all alarming monitors. This alarm's Activity number, along with its associated information, is displayed on the next lowest numbered alarming monitor available (in this case, Monitor 5). The first alarm is still displayed on Monitor 2, the second alarm is still displayed on Monitor 3, and the general monitors remain unaffected.

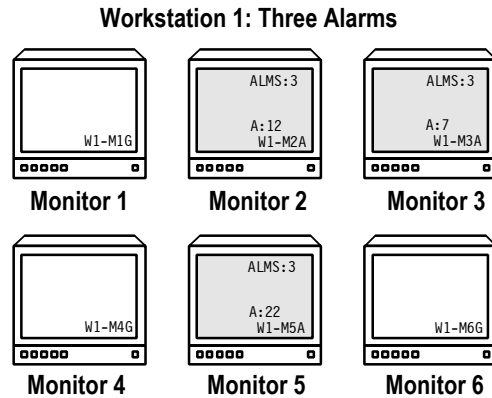


Figure 5-5: Workstation with three active alarms.

As shown in Figure 5-6, a fourth alarm comes into the system. When this happens, the alarm count indicator increments by one on all alarming monitors. However, because all alarming monitors in this Workstation are currently displaying an alarm, any new alarms will be *sequenced* on the highest numbered alarming monitor (in this case, Monitor 5).

When alarms are sequencing on a monitor, the monitor displays each alarm that is stored in its queue—one at a time. The information for each alarm (i.e., its Activity number, associated video, and any operator and/or output confirmation messages) are displayed on the monitor for a specific dwell time. At the end of the dwell time, the information for the next queued alarm is displayed on that monitor. The dwell time for sequencing alarms was defined on the Configure Workstations form.

Now that the highest numbered alarming monitor is sequencing alarms, its Workstation indicator type changes from “W1-M5A” to “W1-M5S”. This indicates that this monitor is sequencing more than one alarm. In addition, it also displays the number of alarms that are currently stored in its queue. This is indicated by the characters “Q:X”, where X is the number of alarms in the queue. The alarm queue indicator is displayed below the alarm count indicator. The alarm queue indicator is displayed below the alarm count indicator.

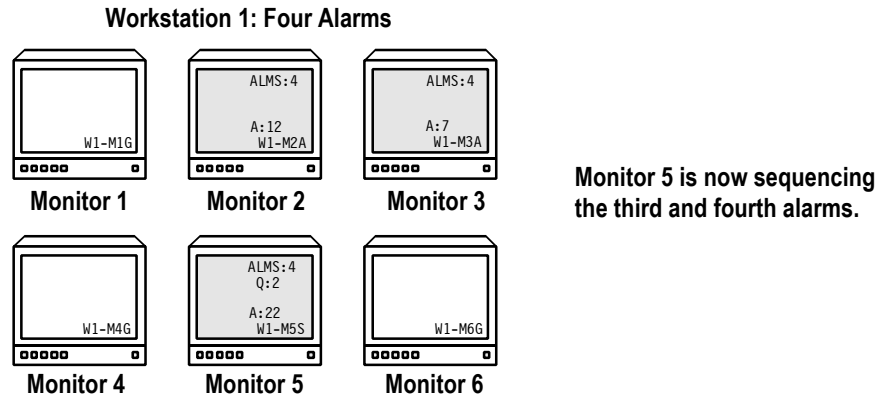


Figure 5-6: Workstation with four active alarms. Alarms are sequenced on Monitor 5.

As alarms come into the system, they sequence on the highest numbered alarming monitor. The general monitors always remain unaffected by alarms.

Figure 5-7 shows how the system handles six active alarms in a Workstation that has only three alarming monitors.

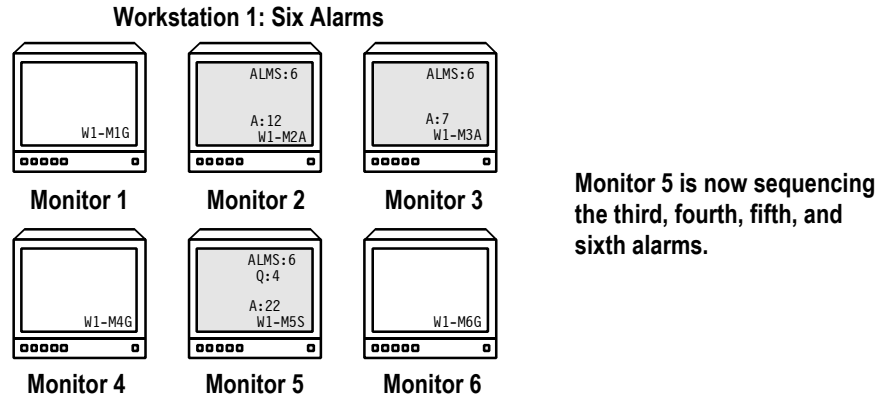


Figure 5-7: Workstation with six active alarms. Monitor 5 sequences Alarms 3 through 6.

Responding to Alarms

When an alarm comes into the system, it is your responsibility to clear that alarm. When an alarm is cleared, the following things happen:

- The information associated with that alarm is removed from the monitor.
- The monitor returns to whatever action it was performing prior to the alarm. For example, it will resume whatever Pattern was running at the time the alarm came in.
- Any of the outputs that were triggered as a result of the alarm are restored to their original condition (unless the output was configured to remain in its changed state).

Your System Administrator decided the alarm clearance method when the Activity was initially defined. This is called the alarm's *reset mode*. Alarms can have three different reset modes:

- They can clear automatically after a certain amount of time has elapsed.
- They can be cleared manually by an operator via the TOUCH TRACKER.

- They can clear automatically once the condition that triggered the alarm has been restored to its original condition. For example, once a door latch is closed, the alarm clears. This method of clearing alarms is available for camera or I/O module-activated alarms only.



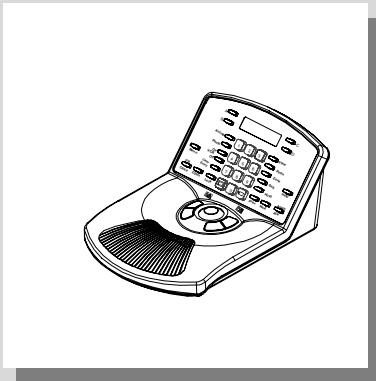
Regardless of an Activity's reset mode defined by the System Administrator, a system operator can always clear an alarm manually via the TOUCH TRACKER.

To clear an alarm via the TOUCH TRACKER, select the monitor where the alarm is displayed, and press the **Ack** button on the keypad.

If there are several alarms active at the same time across several different monitors, you can decide which alarm you want to acknowledge first, second, third, etc. Simply select the monitor that is displaying the alarm you want to acknowledge (you know which monitor the alarm is displayed on because the Activity number is also displayed on that monitor). Then press the **Ack** button on the keypad to clear the alarm.

If there are several alarms sequencing on the same monitor, select that monitor and then press the **Hold** button on the keypad to put the alarms on hold temporarily. Then press the **Prev** and **Next** buttons to step through the alarms. When the alarm that you want to clear appears on the monitor, press the **Ack** button. Once you acknowledge a sequencing alarm, the alarms in the queue begin sequencing again. *You must put the monitor on hold after each alarm acknowledgment if you intend to step through the alarms.* The sequencing alarms do not need to be on hold in order for you to acknowledge them.

CHAPTER 6



Enhanced TOUCH TRACKER Utilities

In This Chapter

- What Are TOUCH TRACKER Utilities?
- Entering the Utility Mode
- Logging Off the System
- Setting Up the TOUCH TRACKER Link Address
- Resetting the SpeedDome
- Displaying the Software Version
- Resetting the TOUCH TRACKER
- Displaying the TOUCH TRACKER'S Serial Number and Revision Level
- Adjusting the LCD Backlighting
- Adjusting the Key Click Sound
- Turning the Key Click On or Off
- Exiting the Utility Mode

What Are TOUCH TRACKER Utilities?

Use TOUCH TRACKER utilities to assist you with self-help diagnostics and to provide convenience features for system operation. The *Utility Menu* works in conjunction with the TOUCH TRACKER and is independent from the *User's Menu*. It enables you to perform the following utility functions:

- Log off the system
- Set up the TOUCH TRACKER link address
- Reset a SpeedDome
- View the TOUCH TRACKER software version
- Reset the TOUCH TRACKER
- Display the TOUCH TRACKER serial number and revision level
- Adjust the LCD backlighting
- Adjust the key click sound
- Turn the key click sound on or off

Entering the Utility Mode

To enter the Utility Mode, press **0** and then the **Menu** button on the TOUCH TRACKER. The TOUCH TRACKER LCD displays the *Utility Mode* prompt, which looks like this:

A rectangular box with rounded corners containing the text "Utility Mode" on the top line and "Enter Selection" on the bottom line.

Utility Mode
Enter Selection

You interface with the *Utility Menu* through the LCD.

If the monitor you are using has text overlay capability, the *Utility Menu* (shown in Figure 6-1) appears on that monitor. However, you cannot use the Tracker Ball to highlight menu selections; you must press the number on the keypad.

If the monitor you are using does not have text overlay capability, you will not be able to see the *Utility Menu* on the monitor. You must rely on this chapter for instructions on which TOUCH TRACKER buttons access which menu selections.

Figure 6-1 illustrates the Utility Menu.

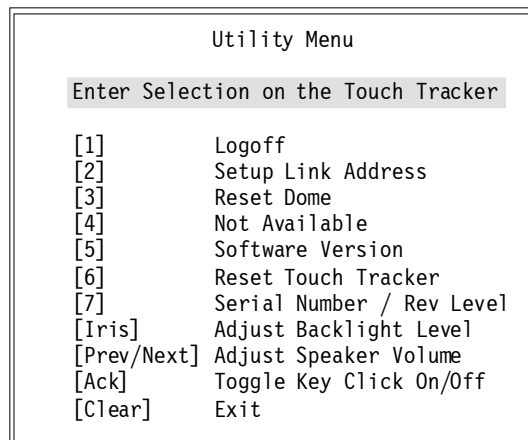


Figure 6-1. The View Manager 96 Utility Menu

The Utility Menu contains the following choices:

Logoff	Enables you indicate to the TOUCH TRACKER that you will no longer be using the system at this time.
Setup Link Address	Enables you to define the logical address of the TOUCH TRACKER.
Reset Dome	Enables you to reset a SpeedDome.
Software Version	Enables you to display the software version the TOUCH TRACKER is running.
Reset Touch Tracker	Enables you to turn the TOUCH TRACKER off then on again via a software reboot.
Serial Number / Rev Level	Enables you to display the TOUCH TRACKER's serial number and revision level.
Adjust Backlight Level	Enables you to change the brightness level of the LCD backlighting.
Adjust Speaker Volume	Enables you to adjust the volume of the TOUCH TRACKER's speaker.

Toggle Key Click On/Off	Allows you to enable or disable the sound associated with pressing buttons on the TOUCH TRACKER.
Exit	Enables you to exit the Utility Mode and return to normal TOUCH TRACKER control.

Logging Off the System

If your VM96 system has passwords enabled, you will not be able to use the system unless you enter a valid password on the TOUCH TRACKER. When you are no longer using the system, you should log off the TOUCH TRACKER. That way other users will not be able to use the system without a valid password.

If your system does not have passwords enabled you will not have to log on and off the TOUCH TRACKER.

1. At the Utility Mode prompt, press **1** on the TOUCH TRACKER.

The LCD displays the following prompt:

Press 1 key
to Logoff

2. Press **1** again.

The LCD displays the following prompt:

Enter Password?

You have successively logged off the system, and now other users will not be able to operate the TOUCH TRACKER using your password.

Setting Up the TOUCH TRACKER Link Address

The default link address for all TOUCH TRACKERS is 1; therefore, if you are installing more than one TOUCH TRACKER, you will have to establish a new

address for each additional TOUCH TRACKER. The following procedure describes how to set up a new TOUCH TRACKER link address or change an existing link address.

1. At the LCD Utility Mode prompt, press **2** on the TOUCH TRACKER whose address you want to assign or change.

The LCD displays the following message:

Link Address x
New Addr(1-8)?

2. On the TOUCH TRACKER, press the number—between 1 and 8—that corresponds to the address you want to assign to this TOUCH TRACKER.

Typically, you would want to assign these link addresses from highest to lowest. For example, if you have four TOUCH TRACKERS, you would plug them in one at a time, setting the link address for TOUCH TRACKER 4 first and working your way down to TOUCH TRACKER 1.

The LCD displays the following message:

Checking Address
Availability

If the address you assigned is available, the LCD displays this message:

Address Granted
Press Clear

Otherwise, the LCD will indicate that the address is unavailable.

If the “Checking Address Availability” message appears on the LCD for longer than one minute, there is probably a communication error. Unplug the TOUCH TRACKER, then plug it back in to reset it. Verify that VM96 is operating properly before you try to change the TOUCH TRACKER’s address again. If problems persist, try changing the TOUCH TRACKER address with the system turned off.

3. On the TOUCH TRACKER, press **Clear Entry** to return to the Utility Mode prompt.

4. Press **Clear Entry** again to return the TOUCH TRACKER to normal camera control.



IMPORTANT

When you change an existing TOUCH TRACKER address, this will affect the Workstation in which this TOUCH TRACKER is configured. The system removes the old TOUCH TRACKER address from the **Configure Workstations** form, but it does not update it with the new address. If you change a TOUCH TRACKER address, notify your System Administrator so the **Configure Workstations** form can be updated accordingly.

Resetting the SpeedDome

This **Utility Menu** selection applies to SpeedDomes only.

1. *Before you enter the Utility mode*, use the number buttons on the keypad to enter the number of the camera you want to reset, and then press



(the **camera** button).

For example, if you want to reset camera 12, press **1**, **2**, then .

2. Establish control of the selected camera by moving the Tracker Ball.
3. On the TOUCH TRACKER, press **0** and then the **Menu** button to enter the Utility mode.

The **Utility Mode** prompt is displayed.

4. On the TOUCH TRACKER, press **3**.

The SpeedDome automatically resets; this is indicated by the following message on the LCD:

Dome Resetting
Press Clear

If the dome cannot be reset, the LCD will indicate this.

5. On the TOUCH TRACKER, press **Clear Entry** to return to the Utility Mode prompt.

The dome takes several minutes to reset. Once the dome is back online, the following message will be displayed on all monitors:

Dome x is ONLINE



IMPORTANT

Do not attempt to take control of a dome while it is resetting. This will result in drift problems.

6. Press **Clear Entry** again to return the TOUCH TRACKER to normal camera control.

Displaying the Software Version

Depending on which version of VM96 software your TOUCH TRACKER is running, the system's functionality may differ. To determine which software version your TOUCH TRACKER is using, press **5** on the TOUCH TRACKER (at the Utility Mode prompt).

The software version is referred to as the "Product Code," and is displayed on the TOUCH TRACKER LCD, as shown here.

Product Code h1
V0701-0040-XXXX

"XXXX" = the current software version.

On the TOUCH TRACKER, press **Clear Entry** to return to the Utility Mode prompt. Press **Clear Entry** again to return the TOUCH TRACKER to normal camera control.

Resetting the TOUCH TRACKER

If TOUCH TRACKER commands are not working properly, or the system is not operating as expected, try resetting the TOUCH TRACKER. Before you reset a TOUCH TRACKER, however, have your System Administrator run a diagnostic test on that TOUCH TRACKER. This test is called a *network ping*. This test is accessed through the Administrator's Menu Utilities Network Maintenance function. The network ping test enables you to isolate the TOUCH TRACKER and determine if it is causing the problem.

If the System Administrator determines that the TOUCH TRACKER has a problem, you can reset that TOUCH TRACKER.

1. At the Utility Mode prompt, press **6**.

The LCD displays the following prompt:

Press 0 to Reset
Other keys exit

2. To reset the TOUCH TRACKER, press **0**; to exit without resetting, press **Clear Entry**.

The Utility Menu disappears from the screen, the TOUCH TRACKER beeps and its lights momentarily go out.

When the TOUCH TRACKER comes back up, the “Enter Password?” prompt is displayed on the LCD (if passwords are enabled). If passwords are not enabled, the monitor and camera numbers are blank, and the TOUCH TRACKER address is displayed on the LCD. Remember to select a monitor before you begin VM96 operation again.

Displaying the TOUCH TRACKER's Serial Number and Revision Level

To display the serial number and revision level of the TOUCH TRACKER you are using, press **7** at the *Utility Mode* prompt.

The serial number and revision level appear on the TOUCH TRACKER LCD.

Press **Clear Entry** on the TOUCH TRACKER to return to the *Utility Mode* prompt. Press **Clear Entry** again to return the TOUCH TRACKER to normal camera control.

Adjusting the LCD Backlighting

Under certain lighting conditions, it may be necessary to increase or decrease the LCD backlighting level for optimum viewing. To adjust the LCD brightness level:

1. Press **0** and then the **Menu** button to enter the *Utility Mode*.
2. Press **Iris Open** or **Iris Close** to adjust the brightness.
 - **Iris Open** makes the LCD backlighting brighter.
 - **Iris Close** makes the LCD backlighting dimmer.

Adjusting the Key Click Sound

If you find the volume of the key click sounds too loud or soft, you may adjust the volume. To adjust the volume:

1. Press **0** and then the **Menu** button to enter the *Utility Mode*.
2. Press **Prev** or **Next** to change the volume.
 - **Prev** makes the key click volume softer.
 - **Next** makes the key click volume louder.

Turning the Key Click On or Off

To turn the key click on or off.

1. Press **0** and then the **Menu** button to enter the `Utility` menu.
2. Press **Ack** to turn the key click on or off.
 - If the TOUCH TRACKER beeps, the key click is enabled.
 - If the TOUCH TRACKER does not beep, the key click is disabled.

Exiting the Utility Mode

To exit the Utility Mode, press **Clear Entry** at the `Utility Mode` prompt. This returns the TOUCH TRACKER to normal camera control mode.

A P P E N D I X A



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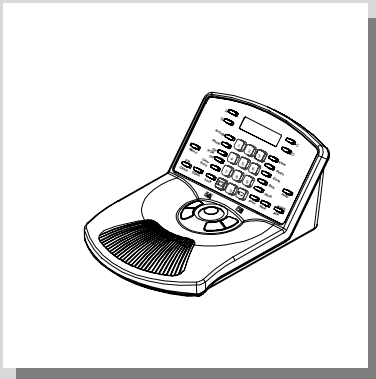
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Glossary

abnormal state

Describes an unexpected state of a device or unexpected result of a function. For example, if a user sets the normal state of a door to be closed, it would be in an abnormal state when it is open. An alarm may be triggered when an abnormal state is detected.

Activity

An event that consists of several actions occurring simultaneously. Each activity may include only one video action, such as a Quick View, Pattern, Sequence, or fixed shot, and may include multiple outputs and Zones. In addition, the activity may cause the TOUCH TRACKER to beep and display an on-screen message. Activities may be initiated by a TOUCH TRACKER, by a change in a camera input state, or at a specified time.

Alarm

1. A significant event configured to notify users when it occurs. A user must acknowledge the alarm and it exists until the system clears it.
2. The system's response when an input changes from its normal state to its abnormal state (if the system has been configured to respond to such a condition). When an alarm is triggered, the controller (i.e., TOUCH TRACKER) beeps until it is acknowledged.

Apple Peel Pattern

A default pattern that a SpeedDome runs whereby the dome makes three complete revolutions starting at the ceiling line and tilting down 30° each revolution.

automatic system function

A system operation that, once you program it, can be initiated automatically via the TOUCH TRACKER. Quick Views, Patterns, alarms, and the Sequence

camera command

A directive issued to the camera via the TOUCH TRACKER— a pan, tilt, zoom, focus, or iris command.

dome

A camera housed inside a plastic dome. The View Manager 96 system can be used to control programmable SpeedDomes, non-programmable SpeedDomes, and MiniDomes

fixed shot

The view of whatever a camera happens to be “looking at” when it is called up on the monitor.

flip

To instantaneously rotate the SpeedDome 180° in the opposite direction of where it is currently pointing. This is achieved by pressing a button on the controller (i.e., Touch Tracker).

focus

The process of adjusting the clarity of a scene or an object, as seen through a camera.

input

A connection point on a system component that enables the system to monitor input devices.

Input device

A hardware component that provides an electrical signal to indicate the state of a device. Typical input devices include door contacts, motion detectors and smoke detectors.

iris

The camera component that determined how much light enters the camera. By adjusting the iris, you can adjust the brightness and darkness of the video on the monitor.

keypad

The portion of the TOUCH TRACKER containing the buttons that enable you to assign any camera to any monitor, and access special features such as Quick Views, Patterns, Sequences, Zones, and Activities. It also contains the LCD as well as the buttons for iris control.

LCD

The portion of the TOUCH TRACKER that enables you to view which camera is currently selected, and indicates when a Quick View or Pattern is running.

monitor

The screen where camera video is displayed. If your monitor includes text overlay capability, the screen is also displays the User's Menus, Utility Menu, and the Administrator's Menus.

Non-programmable camera

A camera or dome, e.g., the SpeedDome NP, that does not have any programmable features.

normal state

Describes the expected state of a device or expected result of a function. For example, if a user sets the normal state of a door to be “closed”, the door would be in a “normal state” when it is closed and an “abnormal state” when it is open.

output

A connection point on a hardware component that enables the system to control output devices.

Output device

A hardware component that can be controlled by the system. Typical output devices include gates, door strikes, and lights.

pan

Side to side camera movement.

pattern

A sequential series of pan, tilt, zoom, and focus movements from a single programmable dome. You “teach” the dome a combination of these movements that can be replayed automatically.

programmable camera

A dome, e.g., the SpeedDome, that can be programmed to perform automatic functions.

Quick View

A programmed video scene, based on a specific pan, tilt, zoom and focus setting that can be recalled automatically. Also called a *preset* or *target*.

reset

1. The process whereby a SpeedDome re-initializes, re-calibrates, homes up, and then comes back online. The reset process takes approximately 30 seconds and the SpeedDome is inoperable during that time.
2. The process whereby a TOUCH TRACKER re-initializes, and then comes back online.

salvo sequence

One or more groups of Actions that run simultaneously on multiple monitors; the individual groups run one after the other. For each group of Actions there is a dwell time. The dwell time indicates how long a group of Actions remains on the separate monitors before the next group of Actions replaces them. *See also sequence and standard sequence.*

select

To choose which camera's video you want to display full-screen on the monitor.

Sequence

A collection of Quick Views, Patterns, and fixed shots, that are displayed one after the other on a monitor. It provides a broad surveillance of a facility. There are two types of sequences available: standard sequences and salvo sequences. *See also salvo sequence and standard sequence.*

SpeedDome

The type of dome that has full-featured programmability. It can perform all of the camera-related features mentioned in this manual.

standard sequence

A series of individual Actions that run one after the other on a single monitor. For each Action there is an individual dwell time. The dwell time determines how long each Quick View, Pattern, or fixed shot within the Sequence remains on the monitor. *See also salvo sequence and sequence.*

tilt

Up and down camera movement.

toggle

To alternate the current state of a dome output. If the output is currently closed, toggling it will change its state to open, and vice versa.

TOUCH TRACKER

The video control station that provides you with easy access to a complete selection of video options—from basic camera and monitor control to the most advanced automatic control.

Tracker Ball

The portion of the TOUCH TRACKER that enables you to pan and tilt the camera and scroll through the selections on the menu.

utility

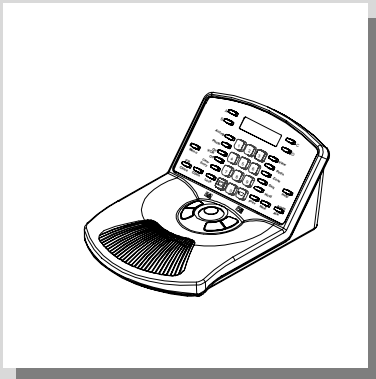
A menu selection that either assists you in self-help system diagnostics, or provides you with a convenience feature for system operation. The utilities are accessed via the menu.

zoom

To adjust the magnification of the camera lens to make an object appear closer (larger) or farther away (smaller).

Zone

A group of pre-defined Quick Views, on separate cameras, that are called up simultaneously.



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